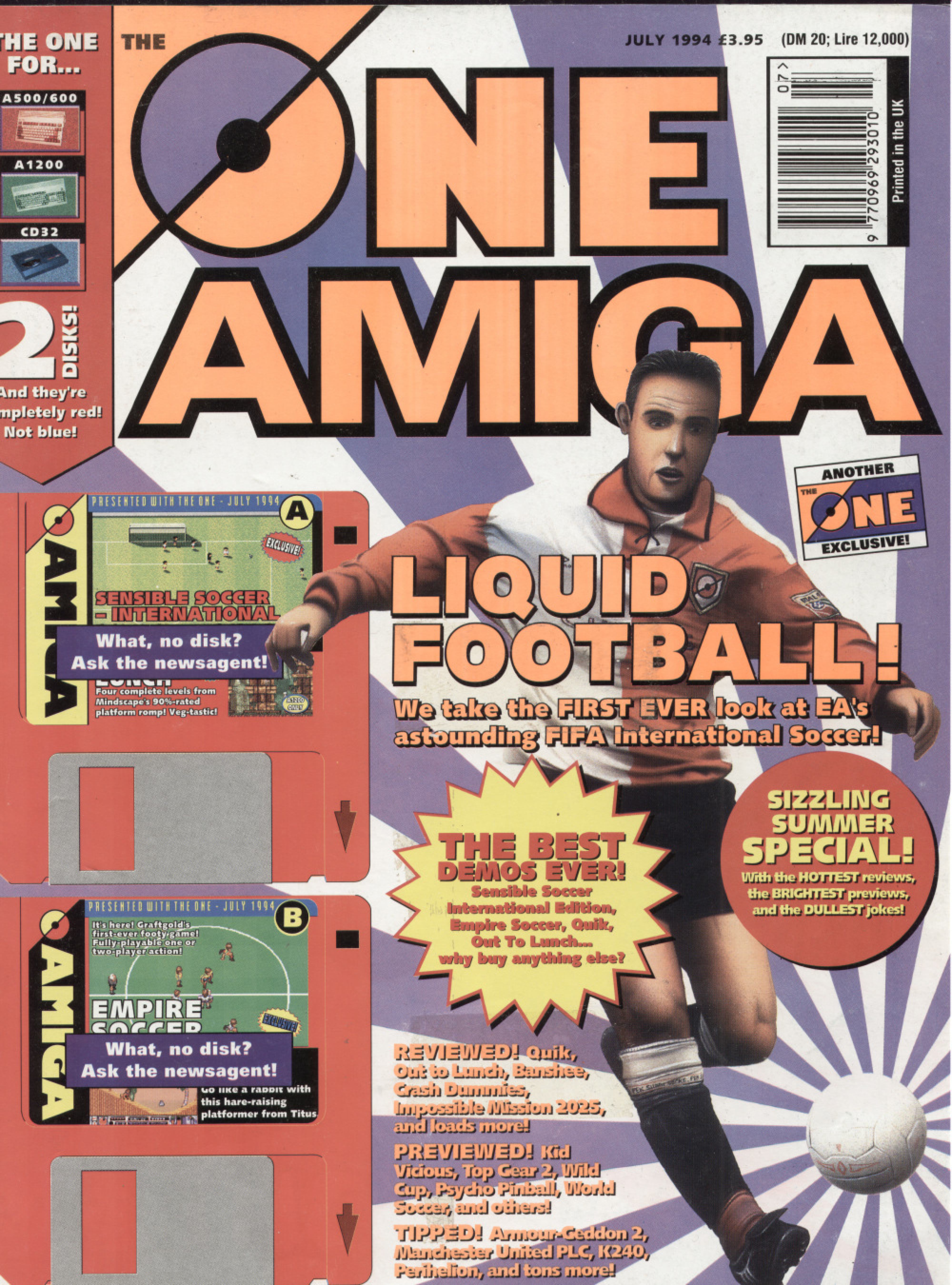
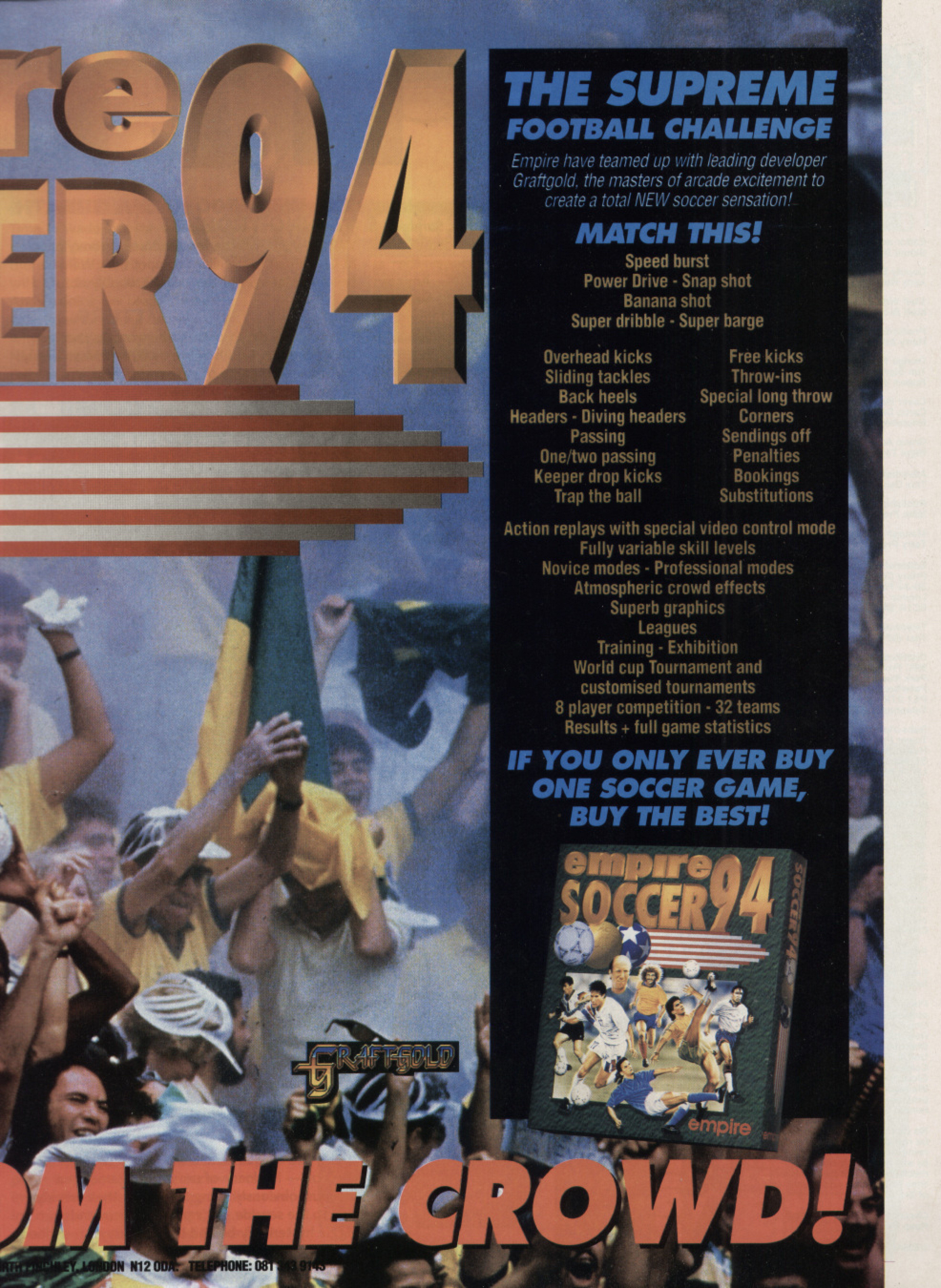


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Sensible Soccer International Edition, Empire Soccer, Quik, Out To Lunch... why buy anything else?
REVIEWED! Quik, Out to Lunch, Banshee, Crash Dummies, Impossible Mission 2025, and loads more!
PREVIEWED! Kid Vicious, Top Gear 2, Wild Cup, Psycho Pinball, World Soccer, and others!
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Cheers for the mention, Paul. Keep trying.

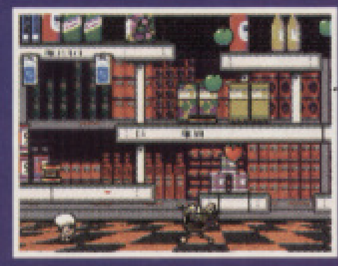
conte



Blimey it's hot. What with this being our fan-tastic Summer Special, we've decided to do the entire magazine on the beach. That's right — Amigas and all. So here I am, feet dipping in the freezing briny, knotted hanky on my head and sunblocker on my nose. Unfortunately, my 'mates' (Andy, Matt and Harry) decided to swap the old suntan lotion for cooking oil so I've turned an embarrassing shade of fluorescent red. Still, nothing's going to prevent me from enjoying the tranquillity of the English seaside. Just smell that fresh air; admire the crystal-clear waters of the Channel. Oh look, there's some untreated sewerage drifting dangerously close to that bather who's swimming with his mouth open. And look, if that isn't an oil rig in the distance, spilling millions of gallons of crude oil into the sea. Bournemouth — Crapmouth, more like. Perhaps this wasn't such a good idea after all.

Simon Byron,
Editor.

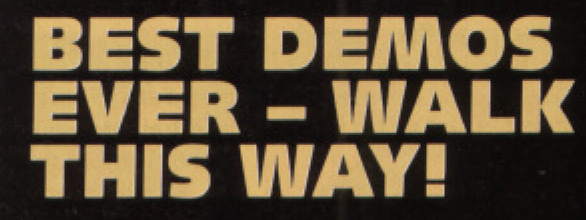
nts



SAYING OF THE MONTH
"The reward for a good deed is to have done it."



GAMES FEATURED IN THIS ISSUE









BOOT SECTOR

LOADING YOUR DISKS

1. Peel the disk of your choice from the cover, taking care not to spoil the magnificent picture of, er... a footballer.
2. Insert the disk into the goal-like entry port that is your disk drive.
3. Peruse the menu at your leisure, selecting the superb demo of your choice using either the function keys or the mouse.
4. GOOOOOOOAAAAAALLLLL!!!



SENSIBLE SOCCER INTERNATIONAL EDITION
Sensible Software

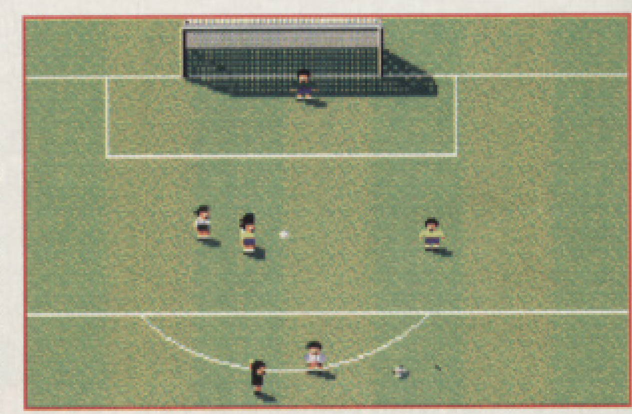
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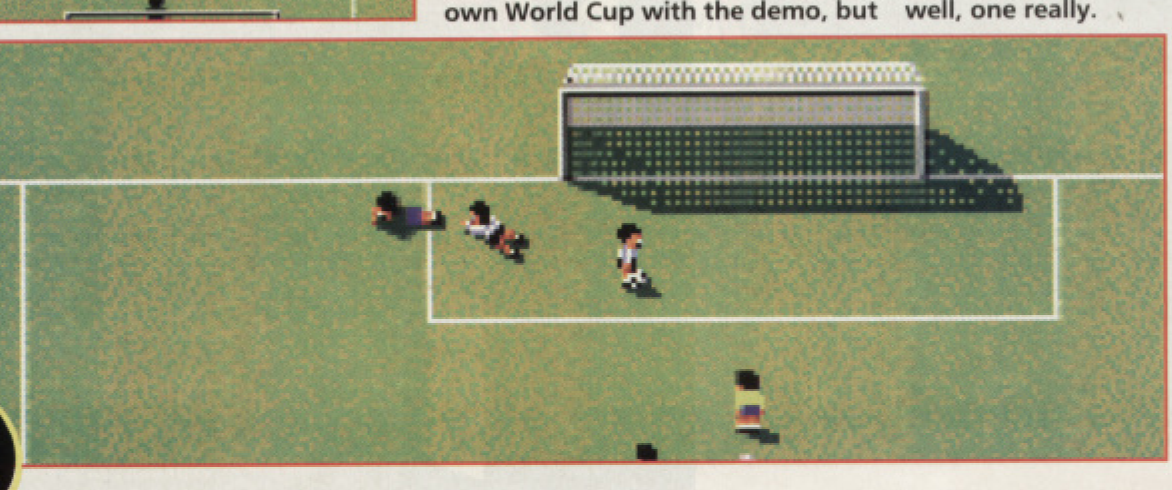
It seems a bit silly explaining how to play *Sensi Soccer* this long after its original release, because I'd be surprised if most people haven't had a go at some point or other. Then again, this is the *International Edition* which makes all the difference.

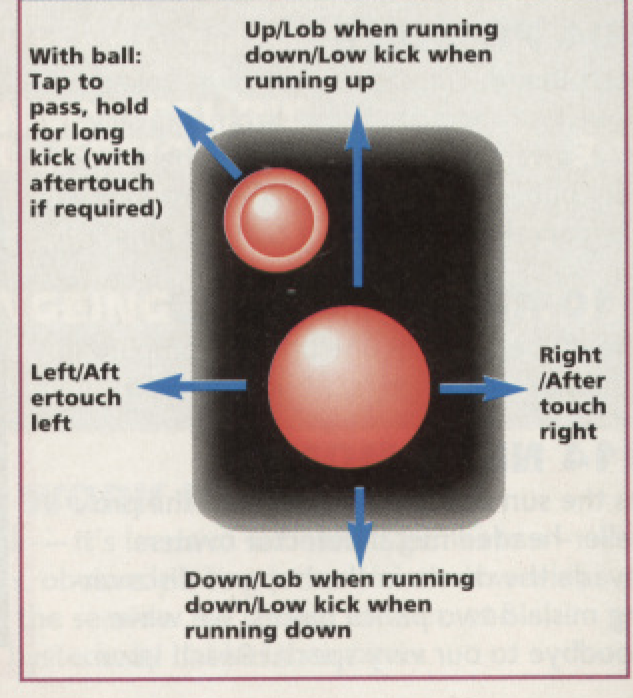
This is a one- or two-player demo, allowing you to play for as long as you like — that is, of course, as long as you don't score any goals. Yes, in true *The One* teasing style, this demo allows you to enjoy a brand new *Sensi* bash to the tune of one goal. This means that you're not exactly going to be able to host your own World Cup with the demo, but at least you'll get to see the ref in all his shining glory.

New additions to this version of *Sensi Soccer* include the aforementioned ref, the back-pass rule, suspensions and enhanced goalkeepers to make up but a few.

Here's a fab idea: why not try and see how many goals you can score? We managed to score, er... well, one really.



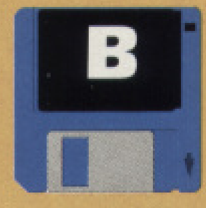




Look everyone! The sun has come out! That can only mean it's the beginning of our holiday-tastic issue, and if I'm not mistaken, Matt Broughton has managed to get the best spot (i.e. right by the beach-bar). Ah... smell that seaweed. Oh my mistake — hello Harry. Anyway, let's get things rolling with a look at this month's stunning demos.



DISK A
SENSIBLE SOCCER INTERNATIONAL EDITION
Sensible Software
OUT TO LUNCH
Mindscape



DISK B
EMPIRE SOCCER
Empire
QUIK
Titus

OUT TO LUNCH

Mindscape



Oh yes. Oh. Yes. Yes! YES! YES! YES!! YES!!! AARRGGHH!!!! Phew, that was great, and all I did was load the game up!

Out to Lunch really is one of the best demos we've been able to bring you for quite some while, with not only two full levels from the game, but a secret bonus room game, AND an end-of-level trolley dash. Crikey.

The basic story line (the full version is available on CD and vinyl courtesy of Simon Byron on page 54) is that Pierre Le Chef's happy ingredients have escaped and wandered off across the land, desperately trying to avoid being bunged into a large hot pot of boiling water (is there such a thing as a cold pot of boiling water? — Nit-Picker Attrill). Sod off grandad! Anyway...

It's now down to you to capture these naughty fruit and veg rebels and bung them into an escape-proof cage until they can be transported back into the kitchen. All you have to help you as you as you trundle about the landscape is a net to catch the ingredients with and some flour bags which can be lobbed at the fleeing fruits to stun them.

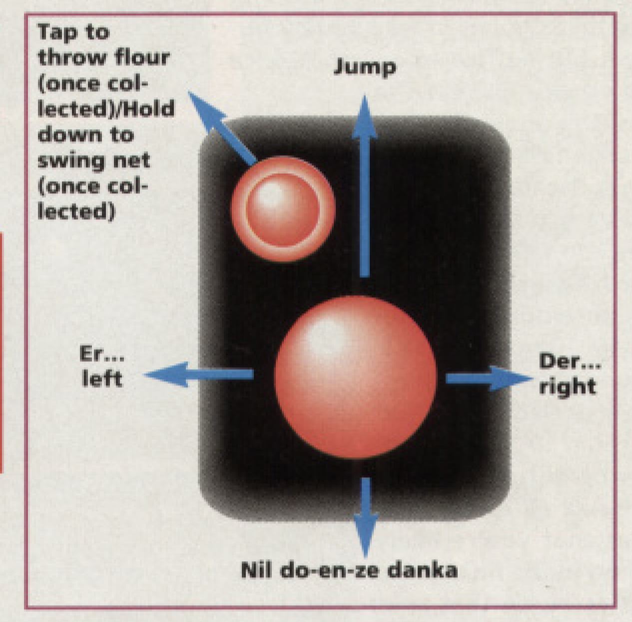
Once you've swiped up a fruit you have two choices; you can either run back to the cage and deposit it safety inside by standing above it, or you can take a risk and move on to the next item. I say it's a risk, because should you bump into any unstunned potatoes, chillies, mushrooms etc. you'll be stunned yourself, allowing any carried food to make their escape again. You'll also find yourself being hassled by more aggressive foodstuffs which can only be dispatched by jumping on top of them until they burst (which you can also do to stun your AWOL fruit).

The large number in the top left of the screen shows the number of ingredients necessary to complete the level, and once this target has been reached, a doorway will open up somewhere on the level giving access to the next. If you can't see it at first then you'll have to find it.

There are also several teleports and springs littered around the place, not to mention a secret bonus room hiding somewhere on the Mexican level.

Should you get through all of the levels on our demo disk, you'll be treated to a trolley dash. Here you must keep pushing the trolley along from the left to the right, while the screen scrolls along behind you, trying to catch up. As you trolley along, you can also jump up to the supermarket shelves and grab yourself as many bonus ingredients as you feel brave enough to go for.

Most of this is fairly instinctive stuff anyway, and I'm sure you'll have a hell of a lot of fun working out any elements that I've not already explained anyway! Ye-ha!





EMPIRE SOCCER
Empire

Football! Football! Yes, we all love football, and no mistaking! So, you've got to grips with the old classic, *Sensi* — now have a quick sip at the chalice of the future, with Empire's, erm... *Empire Soccer*.

It's all football at the end of the day I know, but now you can enjoy all the fun of kicking a ball around with new improved 'huge-chunky-graphics-O-vision'. There's nothing here that's going to take you by surprise, but suffice to say that once you've won or lost the toss (by moving your joystick left or right to select heads or tails) you've got a few minutes to prove your worth against the might of Cameroon. The one-player game in our demo features an averagely-skilled team (no relation to Cameroon, then) and by no means contains all of the features that you're likely to find in the final game (but more on that next month).

Er, other than that all I can say is, bring back games with dodgy plots in them — at least it's easy to pad out 'Boot Sector' with them! Ta-ra for now.

Run up



Kick/tackle etc (see lower panel)

Run up

Left/ After touch left

As left only, er... right.

Run down

SKILL CONTROL
Header — Fire with ball in the air (quick tap)
Kick — Fire with ball close
Sliding tackle — Fire whilst running without ball (quick tap)
Pass — Fire (quick tap)
Special move — wait for the SP symbol to flash by team name, then press FIRE
F1 toggles between 1 and 2 players once the demo has began

KUNG-FU CHARLIES

I'm afraid we failed to mention that last month's coverdisk PD is a shareware game, containing only thirty of the 100 levels. If you register with Andrew Walker, you'll receive *Kung Fu Charlies Version 2* (complete with those 100 levels, and ten different graphical styles) plus another game called '*Duel*'. Sorry about that Andrew! To register, send £6 to: 57 Brackensdale Ave, Kingsway, Derby DE22 4AF (Cheques payable to Andrew Walker)

QUIK
Titus

Rabbits! Rabbits! Yes, we all love rabbits, and no mistaking! Er... well, what can't I tell you about *Quik*. Well, Harry reckons that it's got something to do with Nesquik and milkshakes and stuff, and there's also a good chance that it's French. Or something. Great. Information City straight ahead.

Well you're a rabbit (and I'm sure of that) and you've got to run from the left side of each level to the right, avoiding or killing any animals that happen to get in your way. You are able to spin at the aforementioned gits, often needing to crash into them more than once. And sometimes, more than twice. (Keep going matey. I don't think anyone has noticed that you don't know what the blazes you're talking about. — Harry)

Look. It's quite simple, isn't it? Just run around, have a lot of fun, enjoy yourselves, and remember to press fire if anything comes near you. Alright? Lovely. Oh, one other thing, your little rabbit gets hungry and thirsty, so remember to collect any icons dropped by dead animals as they boost your water and carrot-O-meters (in the bottom right). You'll also see your hit points in the bottom left, represented by little hearts. Should you lose all five, you'll lose a life and return to the start of the level.

Well great, we appear to have bluffed our way through the entire *Quik* instructions, and now stand proud and erect at the end of what can only be describes as 'a load of old tosh'. Thanks for being there when I needed you most. Bye.



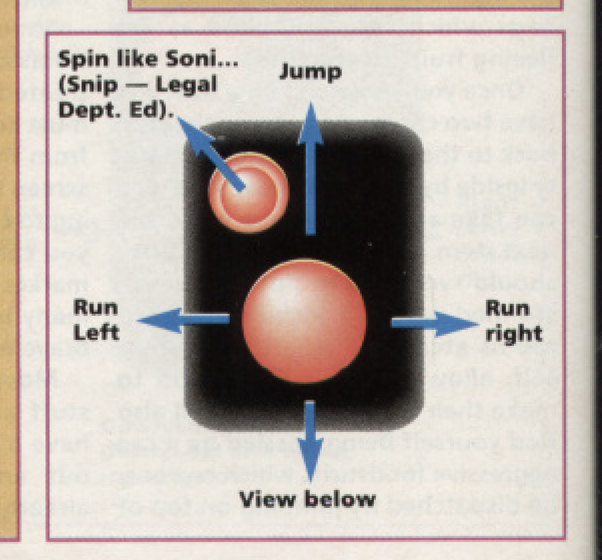


OH MY!

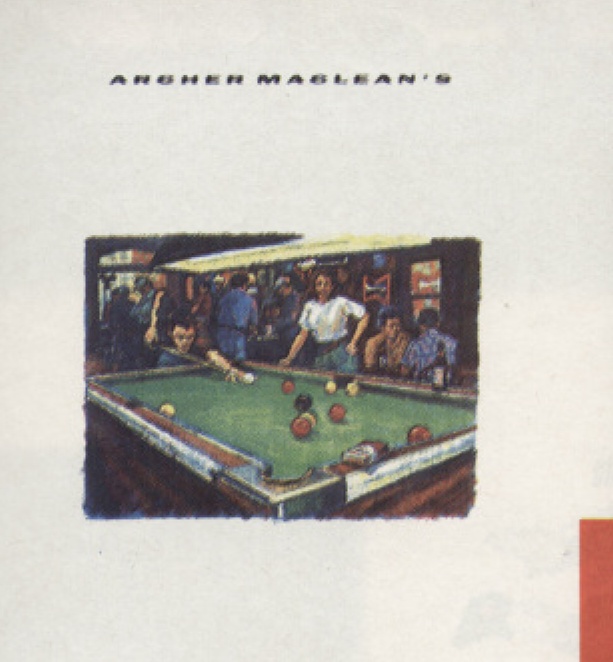
Due to the large number of duplicate disks made, the occasional one isn't as perfect as Simon thinks he is. If you're unlucky enough to get one of these, I'm very very sorry, but PLEASE DON'T SEND THEM TO US! Instead, send then to this address with a SAE for 28p:
The One Coverdisk Returns,
Diskxpress,
Unit 3,
Old Coalyard Farm,
Nothleach,
Gloucester GL54 3EP
Once you've done this, dance 'till your daddy gets home, and wait for a new disk to arrive. If you think that your problems (nothing personal, please) can be solved down the phone, call the Diskxpress helpline on (0451) 860770 between 3pm and 5pm on weekdays. 'You shall have a fishy, on a little dishy. You shall have a fishy, when the "bwoat" comes in'.

THE SMALL PRINT BIT

1. Whilst we here at The One make every effort to check the coverdisks for all known viruses, we can accept no responsibility for damage caused by viruses which may have escaped our attention.
2. The One and its retailers are not liable for any unnotified changes to the contents of the coverdisks which may occur.



HIT NAMES - HIT GAMES FOR YOUR AMIGA & ATARI ST



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"Very fast, very smooth, superb presentation." - **ATARI ST REVIEW - 94%**

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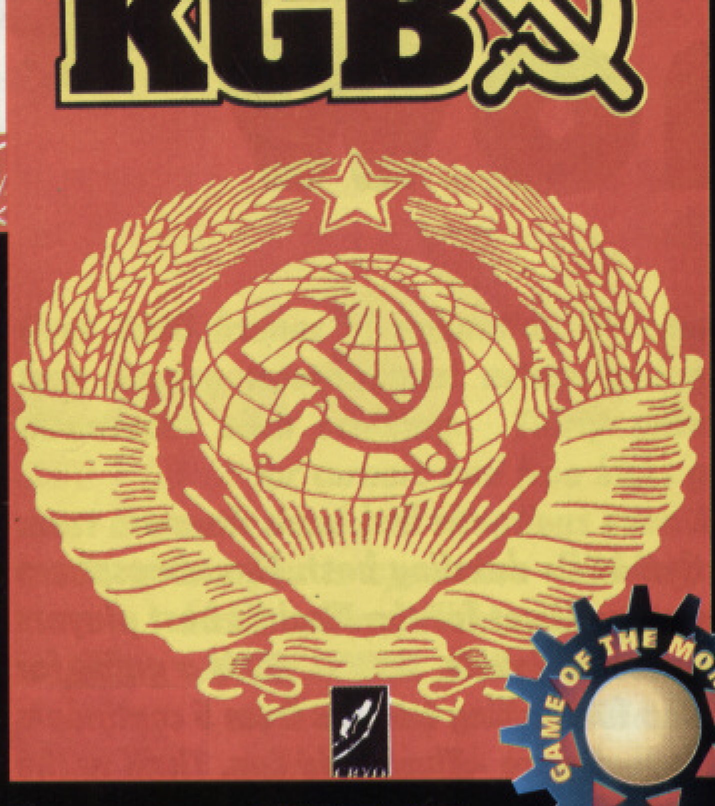
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KGB

ROAD RASH



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"..very impressive." - **AMIGA ACTION**

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TAITO'S EUROPEAN FOOTBALL CHAMP

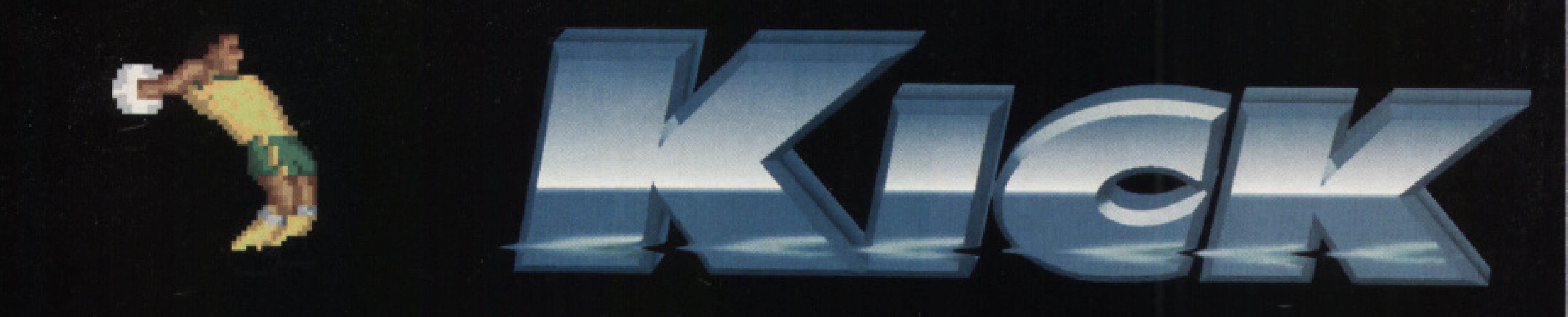
Do you like your football packed full of frantic goalmouth scrambles, spectacular shots, aggressive off-the-ball incidents and bone crunching tackles? Well, European Football Champ is the game for you. A faithful conversion of Europe's most successful football coin-op - many call it the best football game ever!

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Screen shots taken from various computer formats



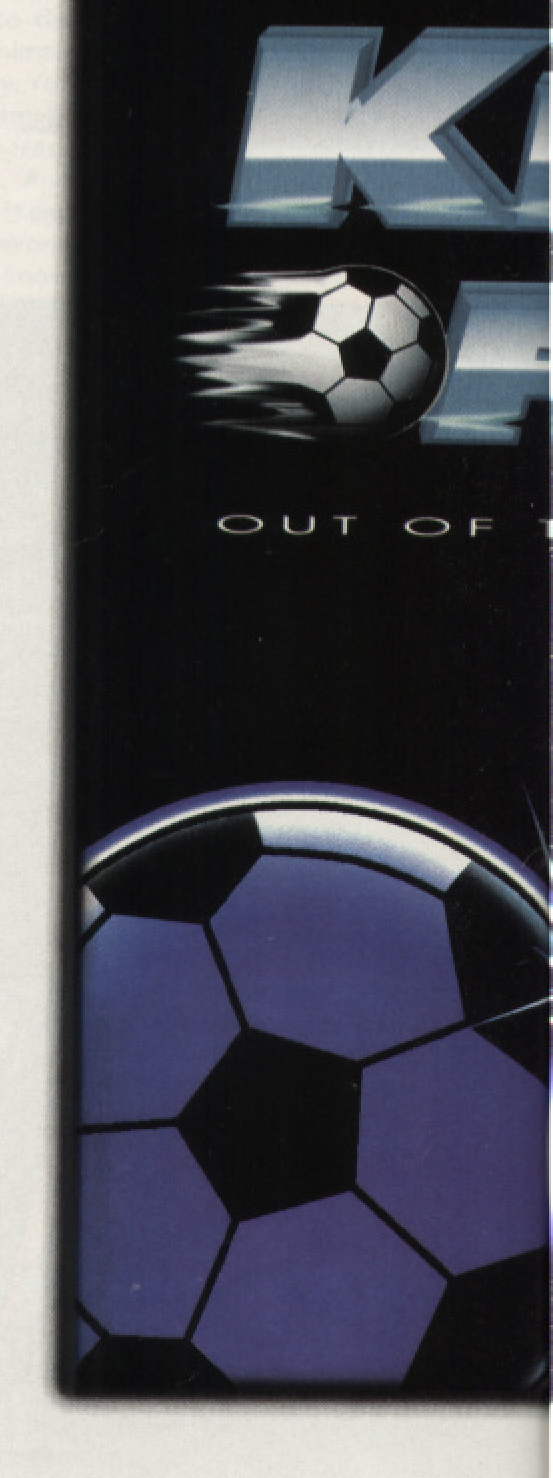
you know it's...

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AMIGA

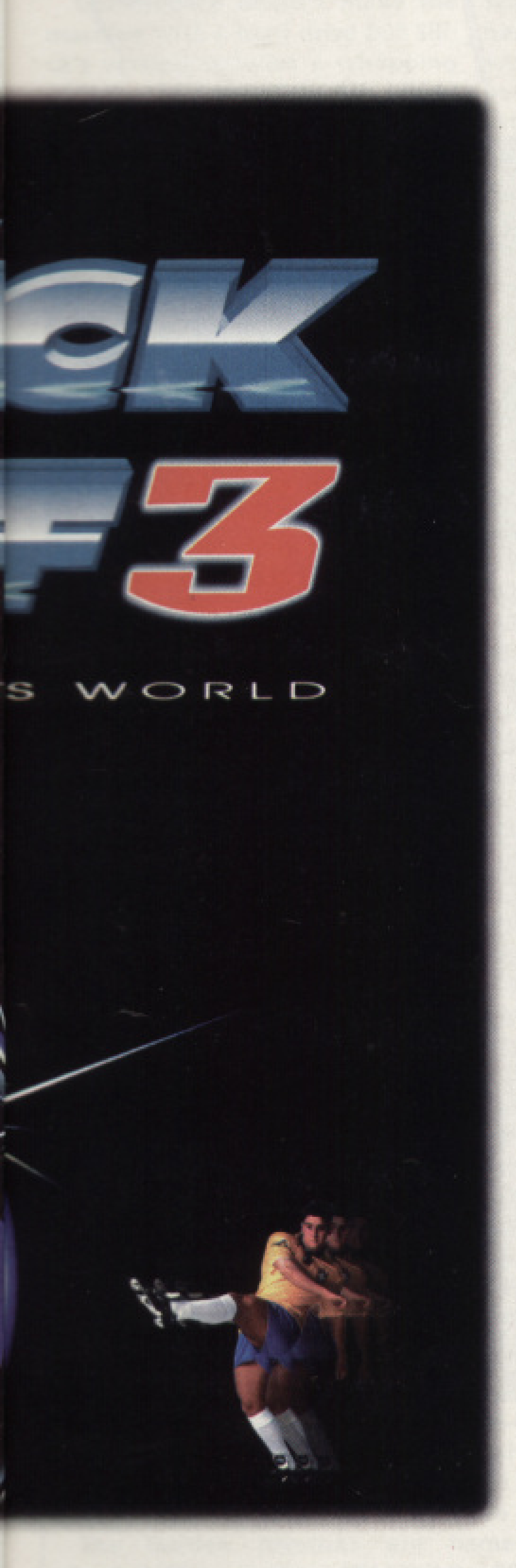
PC COMPATIBLES



CD32 ***PC & COMPATIBLES PC CD ROM***







*the Brazilian **Playmakers** to split the opposition with pinpoint passes or the German **Sweeper** to build from the back. Play the ball to the dashing full backs from Cameroon or release the flying Dutch **Wingers**.*



PC COMPATIBLES

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*Over 2000 frames of animation for smooth, fast flowing International action and multi directional pitch scrolling. Thirty different **SET PLAYS** for corners and free kicks give the most dramatic dead ball situations ever. A practice mode allows you to specialise dribbling, overhead kicks, volleys, flicks, diving headers and the deadly **AFTER TOUCH**. Switch your tactics and your side's style of play with a **TEAM TALK** at the right time. Speed and ball control options give instant playabilty for novice and master gamer alike. Soccer realism with Match facts, a Man of the Match award, action replays, all the latest soccer laws and much more.*

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NEWS

COMMODORE'S FUTURE TO BE SEALED WITHIN DAYS

The new owner of Commodore UK will be revealed any day now. As The One went to press, Commodore's top brass were 'deep in discussion' with a mystery buyer. Insiders confirmed that a deal was 'imminent'.

No one knows who the buyer will be for sure and just about every major electronics company has been touted, but the most solid information says it's a Far-Eastern (but not Japanese) corporation.

Three names keep cropping up:

• *Acer, from Taiwan, already has a business relationship with Commodore as its distributor in Asia.*

• *Samsung, from Korea, is one of the fastest expanding electronics companies in the world, yet has no games products.*

• *Goldstar, from Taiwan, is the newest name to be linked with Commodore. Like Samsung it will want to muscle in on the games market.*

Any one of these companies would probably be good news for Amiga fans.

All three have the necessary money to plough into developing and marketing products and exploiting the huge UK market. They would probably not take over the US operation which, apart from some market share in the Amiga 4000 sector, is frankly a waste of time.

For those of you who have been holidaying on Mars, the 'scramble for Commodore' began on April 29 when Commodore International went into a form of liquidation in the Bahamas, where it is registered. It also closed its research and development labs. Basically, it stopped trading and went up for sale.

It had to. The company had been haemorraging cash for three years and although the $8.2 million loss announced for the last quarter of 1993 was better than the $77.2 million loss for the same period in 1992, an $8.2 million loss is indisputably an $8.2 million loss however you look at it.



CD 32... sales were merely OK when they needed to be fan-tastic.

This wretched performance was achieved despite savings totalling 70 percent from redundancies, office closures and the scrapping of unpopular products like PCs and CDTV.

The UK office has continued trading throughout this farrago although with its parent company effectively suspended there were no new Amigas to sell. Commodore UK could only distribute what was in its warehouse.

For the time being the UK office, distributors, shops and us lot have to play wait and see. It's pretty unthinkable that a company which can sell 150,000 machines at £299 each in a year (the Amiga 1200, in other words) will be simply wiped out. Expect good news soon.

WHAT WENT WRONG?

Commodore's accountants blamed recession and a flat market for its continued problems. Sales of CD32 were merely okay when they needed to be fan-tastic and strong Amiga 1200 sales couldn't take up the slack. But Commodore's problems began a long time before the market went flat.

When the Amiga was the undisputed king of the castle in the late 80s Commodore decided it didn't want to be bracketed as a games company so it set up a PC division. It manufactured so-called "clone PCs" which were assembled cheaply without having the knowledge to seriously challenge big boys IBM and Compaq or cheapo boys like Amstrad.

Then there was CDTV which was launched as an exciting new multimedia machine for the whole family. Really, it was an Amiga 500 in a new box with a CD drive. Commodore wanted this to be a machine which went into everyone's living room so they didn't aim it at the Amiga fans. But the Amiga fans were the only buyers.

Both the PC range and the CDTV drained the profits generated by the ever-popular Amiga 500 (and later 600 and 1200). This meant that these great machines didn't receive the marketing muscle they deserved to take on the consoles. And at the other end of the range the Amiga 4000 was launched to tremendous acclaim. Trouble was no one could find them.

Add to this tale of woe luxuries like having a company jet and you can see that some kind of meltdown just had to happen.

And so it did. When the $77.2 million loss was announced last year drastic measures were introduced and the CD32 was lined up as the company's salvation. Commodore had learned the CDTV lesson and here was a great games machine, audio and Video CD player in one. Critics raved (mostly) but it was too late. There was no money to thrust CD32 at the public and its UK sales somewhere between 35,000 and 70,000 — fell short of what was needed to bale Commodore out.

* Amiga Music specialist Blue Ribbon SoundWorks has pledged its continued support for Amiga users. The company's president Melissa Jordan Grey said: "Commodore's demise may actually spur additional growth of the Amiga market as new contributors and licensees emerge.

"We remain 100 percent committed to our worldwide Amiga customer base."

ART OF GOLD

Do you regard your old 500 more like an easel than a computer? Is your mouse a trusty old brush? Your monitor a canvas? It is? Well, you may be a pretentious old bore but you could just be in line for a prize.

Glasgow-based Amiga user group, the 24-Bit Club, has put up £5,000 worth of prizes in a competition for budding Amiga artists. The group will award prizes in three categories — Sci-fi/fantasy,photo-realistic and organic/abstract — and will transform the best entries in into rather snazzy holograms.

All entries will be put on to a video for promotional purposes later. To take part, call 041 946 2191. The contest closes on October 28.



GRAND MACHINE FOR A GRAND!

The cost of professional Amiga computing has dropped a little —distributor Silica has brought out an A4000 030 for £999, slashing the RRP price by £200.

Commodore doesn't make the machine with a hard drive but Silica's version includes a whopping 214Mb. The 540Mb machine costs £1299. That should be enough for *Rainbow Islands*.

Both bundles come with *Wordworth*, *Print Manager*, *DPaint IV*, *Chaos Engine*, *Syndicate*, *Pinball Fantasies* and *Nick Faldo's Golf*.

More fab news comes from US publisher New Tek, which is releasing its award-winning graphics software *LightWave* on its own for the first time. *LightWave* traditionally comes packaged with the *Video Toaster*.

This is the Amiga peripheral which lets you fiddle about with film sequences (just like they do in Hollywood). *Lightwave* is the package used to generate animated sequences. Soon *Lightwave* will land here. It will probably set you back around £600. For budding Spielbergs and serious bedroom enthusiasts only.



Syndicate... bundles of fun.

MOUSE MAT OR BUST

Mellons, Charlies, Bristols, Bazookas, Jugs — whatever you call them we'll wager you've never seen girly love bumps on a mouse mat before.

Until now. Because Oxford-based The Data Business is putting the saliva back into mouse drivers by producing a mouse mat in the form of a pair of, ahem, brassiered mammaries. Your graphical user interface will seem so much more erotic from now on.

Girls and er... others have not been excluded as Data Business has, in a fit of political correctness, also produced a version featuring a gleaming male torso.

For eunuchs and animal lovers there's a pig, frog, owl and others. You can even have a mouse mat shaped like a spilt cup of coffee so that, rather amusingly, you might accidentally fool yourself into thinking that you have in fact spilt your coffee. Hours of fun with that, we reckon.

These completely wacky mouse mats will set you back a measly £6.99. They apparently have etched PVC tops for good traction (always useful) and specially-made matrex-90 high colour bases. All very nice, but if we're talking about putting a pair of wazoomas on your desk, who cares?



Phwoar! Not bad, eh lads? The knockers aren't bad, either.

TOUCHING TV GAMES

BSkyB will redefine 'in-yer-face' TV when it introduces a 3D version of *Head To Head*. The original version of the eight minute show, which pits games players against each other, is being repeated at the moment on The Children's Channel. The producers have just finished making 100 3D showdowns which will be broadcast every day, twice a day starting in July. Viewing will require 3D glasses.

Head To Head is the only games show on telly at the moment. It's hosted by Violet Berlin from ITV's *Bad Influence*.

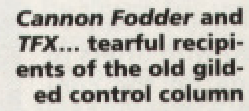
JOYSTICKS TRIUMPH FOR VIRGIN

Richard Branson may have missed out on the national lottery but why should he care? Virgin Interactive Entertainment won the much-sought-after Golden Joystick prize for 'Best Software House'.

The Golden Joysticks are awarded by the readers of EMAP magazines and since *The One* is an EMAP magazine that means you. Yes — YOU!

Virgin scooped the award for the consistently high quality of its output (and no doubt for sinking major wedge into all that flashy PC stuff like *7th Guest*) but the product which voters singled out was *Cannon Fodder*. This awesome shoot-em-up — awarded a stonking 91 percent by Britain's least funny Amiga games mag — us — was named 'Best Original Computer Game'.

Other accolades went to Sensible Software which was named Best Computer Programmer, Ocean Software which won Best Computer Simulation for *TFX*. Acclaim was rewarded for 'services to the industry'. The swanky 'do' was attended by over 150 senior industry people and was hosted by zany, madcap Radio 1 DJ, Steve Wright.



Cannon Fodder and *TFX*... tearful recipients of the old gilded control column





COVERMOUNTS TO GO WHOLE

Complete games could soon appear as magazine cover-mounts. A meeting of industry bigwigs later this month will discuss whether the time is right to relax the current stricture which states that only demos may be cover-mounted. There's a feeling that 'giving away' games from the back catalogue wouldn't damage industry profits as it may have done a few years ago.

Unsurprisingly, the main topic on the agenda at the meeting of trade body ELSPA will be sex and violence on cover-mounted games. It doesn't want to cover-mount games full of blood and swearwords which may upset a few MPs, who, of course never swear, or hunt, or anything.

Under the law, games don't have to get a certificate like films. Games publishers have only a voluntary requirement to submit product to the British Board of Film and Video Classification for a rating. Meanwhile, ELSPA has launched its own voluntary games classification system. The body expects all games to carry an ESLPA rating by September 1st. Obviously it doesn't want cover-mounts to ruin its clean-up efforts. Roger Bennett, director and general secretary of ELSPA, said: "We'd like to see magazine publishers show the same degree of responsibility as the games companies. We're confident they will and this meeting is designed to help them do so."

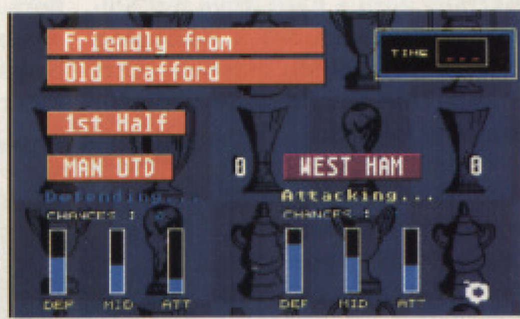


***Trex Warrior...* the complete game given away by *The One* last August.**

UP TO DATE ACTION FROM DOMARK

What could be more embarrassing than loading up your copy of *Championship Manager* and finding Darren Peacock sporting QPR's kit? Horrendous thought, isn't it? Having recognised that there is a serious potential for embarrassment here, Domark has lined up the *Championship Manager End Of Season Data Disk.*

For £15.99 you'll be able to relegate Sheffield Utd (hurray!) and promote Crystal Palace (er, can we have Sheffield Utd back?). The new disk is an upgrade for existing owners only. It'll be out at the end of the month. And there's a free copy of *Fever Pitch* by Nick Hornby. This has been described as the best book about football ever. It is as well. Even though it's about the Arsenal.





***Championship Manager End of Season Updates...* bye bye Harry Basset, hello Brian Little?**

STICK TO YOUR CARTS SAYS TEAM 17

Team 17 continues to stick two fingers up to consoles and while giving a big thumbs-up to the Amiga.

The Yorkshire boys' latest budget game *Arcade Pool* smashed into the charts at number one and accounted for nearly four out of every 10 budget games sold. Last year *Alien Breed Special Edition* stayed in the charts for an amazing 33 weeks. Not surprisingly, Team 17 has been deluged with offers to put its catalogue on the consoles. But it ain't happening. Marcus Dyson, Team 17's development co-ordinator, explained: "We're not keen to license them out. After all the strict quality controls the Amiga versions had to go through we don't want to see poor conversions on console." With so much emphasis on gameplay it's not surprising that the company has committed to CD formats. It has 12 CD32 games in development now.

• *Body Blows* will be released by Team 17 in a new AGA version in a few weeks time — but check this out — it will cost only £12.99! Innovations include 256 colour AGA graphics, the 21-player Tag Team mode which only previously on *Ultimate Body Blows* and the ability to install the game on the hard drive.



It's Alien Breed. And, yes, it's 2. We'll never tire of that old gag. Even though it's not funny.

AMIGA SURGES UP CHART

Commodore's corporate situation might be a bit on the desperate side but paradoxically Amiga platforms keep grabbing market share from their rivals. Up to May, Amiga software accounted for 21 percent of all games sold in the UK. That's just behind the Mega Drive and nearly double sales for SNES and PC. It's a 1.5 percent rise on the previous month.

CD32 increased its share to 2.5 percent of the market. It's still pretty small but check out the formats trailing in its wake — PC CD-ROM, Mega CD and Atari ST. The CD32 hot games were *Frontier Elite 2* (again), *Sensible Soccer 92/93* (yawn) and *Brutal Football*.



RENEGADE MAKES UNITED SENSE

The reliable old warhorse *Sensible Soccer* will be re-released in a limited edition before making way for a fresh pair of legs this autumn.

The re-released game from Renegade is an *International Edition* designed to co-incide with the World Cup (and featured exclusively on *The One*'s beach-tastic coverdisks this month!!!). It contains all the participating teams and fixtures on show at USA 94. Call Wolverhampton Wanderers and ask one G Taylor whether England will be there.

Apparently the gameplay for *International Edition* has been tweaked to allow the referee to show red and yellow cards. Let's hope the ref's show more consistency than they do in the Premiership every Saturday.

Sensible Soccer International Edition will knock you back £19.99 but if you've got the original you can upgrade for £8.

The much hyped (by us) *Sensible World of Soccer* will be released in September on Amiga. It features 1,500 genuine clubteams from around the world.

•*Sensible Soccer* is one of four hit soccer-sims to be assembled in one package by Empire Software. The compilation has been put together to cash in on World Cup fever (does this sound familiar?) and costs a meagre £25.99. The other games are *Goal!*, *Championship Manager 93 & 94* and *Striker*. As David Coleman might say, er... that really is quite remarkable.



Sensi Soccer International Edition... tasty cover-mounted bliss for this month only.

FANTASTIC CODED MESSAGE!

PSLOP PTCLGY, PSLOP AGKXB, PYV PSLOP ZGBSPC PBX VXTGVLYO CQLM SXMMPOX UJMC LIWX NGJ.

RESPECS DUE

How can you achieve protection from your monitor's harmful ultra-violet rays while attaining a fashion look that will make men seethe and women swoon? *The One* has the answer — try Gepro's incredible glasses.

According to information only recently beamed in on a press release, these amazing shades provide 99 percent protection against electromagnetic radiation, reduce eyestrain and combat drowsiness.

But that's not all. They also sport a 'lightweight practical design'. Grrr, eh girls? Even if you're already ocularly quadriform, Gepro does a clip-on version to fix on to your specs. Is there no end to the good news?

HMV Games Level One

AMIGA GAMES CHART
Supplied by Level One, 150 Oxford Street, London

1	Arcade Pool	Team 17
2	Beneath a Steel Sky	Virgin
3	Skidmarks	Acid
4	Man Utd Premier Champions	Krisalis
5	Frontier — Elite 2	Gametek
6	Mortal Kombat	Virgin
7	Brian the Lion	Psygnosis
8	Frontier - Elite 2 (CD32)	Gametek
9	Premier Manager 2	Gremlin
10	Cannon Fodder	Virgin

EURO TRAWLS

The cream of the Amiga world's budding talent can be yours for under £15. Specialist CD publisher Almathera, well-known for its huge public domain compilations, has released EuroScene 1 for CD32. It consists of game sequences, art, music and graphics demos by the 10,000 Amiga programmers who contribute to the European Demo Scene.

This is the archive held at the University of Helsinki which has always been used as something of a shop window for software "talent". Almathera's technical director Jolyon Ralph said: "Every software house in the UK has someone on the staff who exhibited on EuroScene. And that includes me." The work on Almathera's disc fills the entire 600 Mb of the CD.

A second volume will be released before Christmas.

STRIP TEASERS

...IBM scientists claim to have developed a new kind of CD which stores 10 times more than the conventional disc. They have worked out a way to glue together CDs yet make every layer readable by the laser in the machine. The fatter disc can store one million pages of text, 12 hours of music or several movies — yet any item can be retrieved within 10 seconds. If adopted, the new disc could redefine the length and depth of games, and increase the duration of full motion video sequences. However the disc obviously won't work on standard CD players because of its depth. So IBM will have a job to usher in this new technology because the CD is so well established now. But then you could have said that about vinyl.

...Virgin Retail has always been a cool retailer — snubbing the console-only approach of some rivals for an all-format philosophy.

So it's great to know that six new Megastores have just opened. The expansion brings the Megastore total up to 30 in the UK and Ireland. Games take their part in the store alongside music, video, books, hi-fi accessories and t-shirts. Virgin sold its 30 games-only Virgin Games stores last November for £12.5 million to Future Zone. Five years ago it sold around 100 of its smaller music-only stores to Our Price.

The new stores will in Liverpool, Croydon, Leicester, Portsmouth, Derby and Southampton. Virgin will also refurbish Megastores in Leeds, Glasgow and London (Marble Arch).

...Games development specialist Optonica is ploughing ahead with Amiga tools to signal its support for the technology. It has just announced Interplay V1.0, a new authoring system which was four years in development. It has already been used to produce Optonica's own Amiga CD titles, Insight and Pandora's CD, plus magazine cover discs. The availability of Interplay is another reason for games developers to think seriously about working on CD32 projects. It will cost developers around £1,000

POSTCARDS

The One 2PM 4 JULY 1994

Ho-hum. After last month's oh-so-lovely 'Nice Issue', we're back to normal, and as condescending and sarcastic as ever. Which, I've decided, is a good thing because ridiculing someone is a damn sight easier than thinking up constructive and informative prose. Yes indeedy. So if you fancy being patronised by us then send your letters to: Letters, The One, 30-32 Farringdon Lane, London EC1R 3AU.

GIT OF THE MONTH

*As is traditional with our **Git of the Month**, we have reproduced the 'winning' letter exactly as we received it, typographical errors, grammatical mistakes, dodgy spelling and all.*

"EXTREMELY ANNOYED BY THIS COMMENT"

Dear *The One*,
I am writing to you regarding two of your reviews. 'Replays', May '94 — just who wrote the review of *MiG-29*, eh? He obviously knows nothing about military aircraft. The review states: "MiG-29 is as outdated as the plane it's based upon."

As an avid aviation enthusiast, I was extremely annoyed by this comment, which is obviously not true. The *MiG-29* 'Fulcrum' is one of the world's leading combat aircraft — look in any military aircraft book for confirmation of this. A similar thing happened during your review of *F-117A*.

Frivolous comments by reviewers on subjects they clearly know nothing about is the only thing that spoils the best Amiga games magazine around.

Scott Donnison
Winchester.

Oh dear. Whilst we're not against anyone having a hobby (although yours, it has to be said, is one of the saddest we've come across), those with specialised knowledge of subjects that would bore the pants off the majority of people should keep their nit-picking tendencies to themselves. We're quite proud that we know nothing about planes apart from the fact that they fly, and we've never claimed to be walking encyclopedias or authorities on any subject other than Amiga games. You see, we have something else to occupy our time when we're not working. It's called 'a life', and you should try getting one soon. Have a free piece of software, anyway. Git.

"NOT SO GREAT AS TO BE CUMBERSOME"

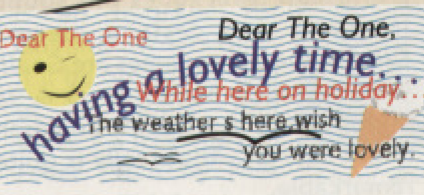
Dear *The One*,
I would absolutely love to take this opportunity to tell you what a wonderful magazine you are. Your pages are just the right dimensions and have a wonderful friction coefficient, providing an easy surface to grip. The bulk is large enough to provide a hearty read, but not so great as to be overly cumbersome.

Your reviews and comments are most mirthful — have you ever considered the stage? I am sure you would be a most witty panelist on the current affairs programme *Have I Got News For You*. I am positive that I won't win your 'Git of the Month award', but perhaps you could start a new award called the 'Bottom-Licker of the Month' or something.

Yours brown-nosedly (but not at all smelly because your back-passage is gorgeous too),

Allan Ovington,
Sheffield.

There's not much else I can add to that, is there?



"DO YOU ACTUALLY CHECK YOUR MAGAZINE?"

Dear *The One*,
In the Letters section of your magazine, I notice that you like slagging off people with bad spelling in the 'Git of the Month'. Do you actually check yóur magazine after it has been printed?

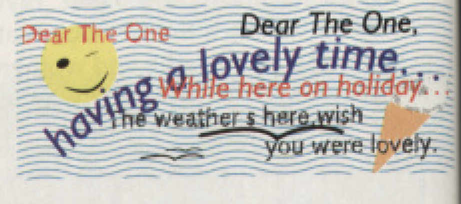
For example, on page 32 of the May issue it says "Tie breaker: (complete the following statement in twelve wrods or less)." Or on page 33, it says "Cocks away!" Well, what can you say?

Still, you're the best magazine for Amiga gamers and you're one of the few magazines that frequently gives away 3 coverdisks with some blinding demos and PD games.

Tristan Harvey,
Cannock.

It's okay, Tristan, I've tidied up your spelling for you (obviously you're the kettle and we're a black pot). Any anyway, we meant to put 'cocks away'. Back in World War 2, allied pilots relieved the boredom by holding bird fights, where two feathered animals pecked each other to death in a cage. Because betting was involved, this practise was illegal on military property. As such, one person was placed on watch and instructed to warn the others whenever a senior officer was approaching. Subsequently, the cry of "Cocks away!" was followed by a crowd of people desperately trying to cover up these illicit activities.

The word 'wrods', by the way, comes from the Anglo Saxon 'wrodœ', which means 'One with a speech impediment. Like Johnathon Ross, for example'. We were merely being funny. Or not.



"CAN'T BLOODY COUNT!

Dear *The One*,
I am very upset. No. I'm even more upset that that. Words (*surely 'wrods?' — Simon.*) cannot describe how upset I am, but, trust me, I'm pretty cheesed off. I only get this upset if money is involved — namely about £1000 that I intend to win off you around September-ish time, as long as I'm right in the knowledge that you can't bloody count!

I am referring to the June results of your Fancy Football League goalkeepers' bit. Go on, have a look and come back when you're done.

Finished? Oh, you haven't bothered [*we did, actually — Simon.*], well, anyway as far as I'm concerned -1 -4 = 5, not -4 as you put it for The Batcave, as well as most of the other keepers. Now, I don't like having a whinge, but I've picked Nigel Martyn as my keeper in



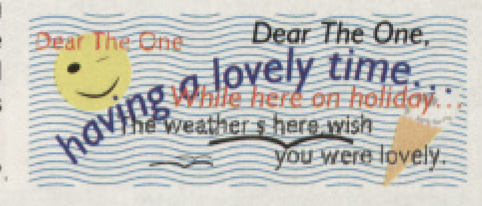
the hope that you are all thick. Please tell me that you are.

I'd also like to mention something about MA Griffiths' letter in the same issue. SOD OFF YOU ANNOYING — and I hate to use the word — GIT! If you want to be all nice and mature then that's very lovely, but I quite enjoy being a childish git, and in case you haven't noticed, so do a lot of people when they're young. If you want to be old and decay slowly hunched over your keyboard complaining at any fun we have then bog-off over to another magazine and let us run around with our undies on our heads like the idiots we are!

I'm immature and proud because it means I'm not an old whingeing git like yourself. As long as there are idiots like me around, The One will never get boring. Let your standards slip and stay sarcastic.

Mike Waterhouse

Erm... we can count but (and you've got to believe me), the 'Fancy Football Competition' is the biggest administrative nightmare I've ever had the misfortune to oversee. The results are fed into a specially-created computer program which then churns out every player's scores (110 in all). These are then added to the running total every issue and the results keyed into the grids you see on page 103. Sadly — and this was always going to be inevitable — mistakes have crept in and we can only apologise. Obviously we do our best but you're probably aware of how crap at our jobs we are, so what can I say? However, any keying-in errors spotted in the mag are rectified the following issue (as you can see) and the final tables will be correct. So if you spot any simple mistakes like that, or notice other inconsistencies then please don't worry. We're bound to notice them sooner or later.



"EMANATING FROM PUBLIC LAVATORIES"

Dear *The One*,

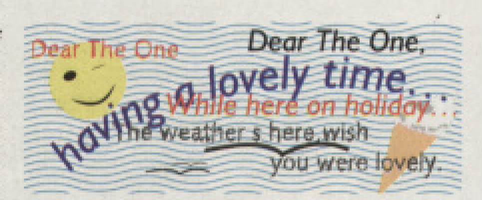
My friend and I have just thought up a completely new and revolutionary add-on for the Amiga. Anyone who has ever read a PC magazine will no doubt have seen them wiffling on about strange contraptions called sound cards. These simply enable the PC to produce sound and music. It is from these cards that we got our inspiration to dream up this new add-on, the smell card.

This card would allow the Amiga to produce different smells according to your situation and location in a computer game. For example, you would be able to smell the sweet perfume of a young princess as you held her in your arms in *Defender of the Crown*. You would be able to sample the pleasing scents of the flowers and plants as you wandered through the woods on Melee Island in *The Secret of Monkey Island*. You would be able to smell the sickly-sweet aroma of blood drying in the sun as you gun down innocent civilians and enemy agents in *Syndicate*. And the nauseating fragrance emanating from the public lavatories in *Sim City* could be simulated with remarkable accuracy.

As you can see, the smell card would greatly enhance the atmosphere produced by games and would probably become an essential add-on for all Amiga owners. One word of warning, though. Be careful when you're playing the final part of *Monkey Island 2* because LeChuck's underwear doesn't smell as sweet as roses.

Gareth McSorley,
Glasgow.

Yes, but would it recognise dire releases and produce appropriate crapulous and farty smells whenever you loaded up Last Action Hero *or* Dangerous Streets? *I think not.*



"YOU THINK BJÖRK IS LOVELY"

Dear *The One*,

I am writing in response to a supposedly Lord Thrombosis Granttock IV. Björk, a beauty? Who the hell let you out? I always thought it was a bad idea closing the mental hospitals down.

I know you think Björk is lovely because your friends do and you think it is really trendy to follow in their footsteps. You bought the Björk



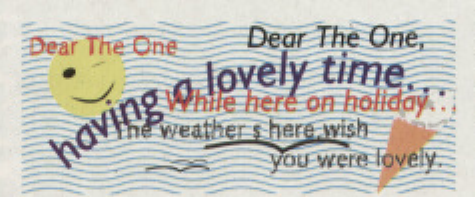
T-shirt because your friends did. You bought the Björk knife and fork set because your friends did. You bought the Björk underwear set because your friends did — all just so that you could be trendy.

I could probably guess what you are wearing; big, baggy army-style pants and a pair of Doc Martens, with a smelly fisherman-type jumper. You have long, chip-pan-greasy hair, more spots than Super Ted's friend, and earrings that would put Bet Gilroy to shame. I bet that if you added up the cost of everything in your wardrobe it would come to a penny less than a fiver. And it would all stink of toilets.

Face facts, you're a sad little plop on a dog's bottom.

Paul Hallwood,
St. Helens.

I sense a lot of anger in you, Paul. If we'd printed your last line then we would be taken off the shelves and sent to prison for ever, you sick individual. Put on the kettle, take a few deep breaths, and imagine a field full of fluffy teddy bears. That's right. We know Björk's completely unattractive, as does anyone in the developed world. But it's not a problem. That's right — it doesn't really matter. Now go and shake hands with Lord Thrombosis Granttock IV, and we don't want to witness any more of this nonsense.



"BANANAS ARE CURVY"

Dear *The One*,
See your Letters page? It used to be crap. And boring. In the extreme. Month after months (after month) your readers would be subjected to the same old tosh — "In last month's issue you gave Intrepid Frog from US Gold 76 percent and this other mag... didn't," and, "I hate pirates — they're ruining the software industry and probably smell bad." But now ~~that fat git~~ David has left, this is beginning to change. 'Git of the Month'? Inspired. Good on you, that's what I say.

The magazine is also becoming better because you're using the word git literally tons of times, and that can only be a good thing. And the reviews are funnier, too. Make me laugh, so they do. The bits before the actual reviews are also improving. No more straight plot rehashing like in ye olden days — they've been replaced by sentences of consecutively-written English words which, when read from left to right, are really good. And quite funny.

By the way, bananas are curvy because most other fruit is spherical. God invented bananas because all the spherical fruit such as apples and oranges kept rolling of His Godly fruit bowl and he needed some sort of curved contraption to act as a lid. And because God has the power to do anything he made it edible and yellow. He called it 'banana' because everyone likes stupid-sounding words with three syllables (and that's a scientifically proven fact).

Incidentally, the Great Wall of China is not man-made. It was constructed centuries ago by a very, very (very stupid) beaver. This beaver built its dam for miles across the Chinese landscape before it realised that beavers build dams to hold back water, not grass.

Well, this letter has to end here because it if didn't it would end somewhere further down the page. I'll just say this before I go — I have no money. I saved seventy pounds in notes and then used them to make a papier-mache boat. I called it 'Sacrifice' and gave it to my mum. She called it 'a bloody waste' and made me eat it. No-one appreciates art any more. Pah.

Neil Jack,
Fife.

You get weirder with every letter, Neil, what on earth are you on? Anyway, make sure you keep writing because your letters are generally quite long, which means that I don't have to write as many words back.

"AS MUCH USE TO ME AS A CHOCOLATE FIREGUARD"

Dear *The One*,
After sitting lazily on my behind for the past month or so, eagerly awaiting the release of the June edition of your cool magazine and the answer to a burning question which I hoped someone else would ask, I find myself disappointed, and thus compelled to write in myself.

My question is this: In the May issue there was a small article saying that Team 17 (software gods) were shelving plans for *Alien Breed 3D*, due to the amazing *Doom*.

This is all well and good for those happy PC owners out there who take great delight in gloating over its brilliance. *Doom* can be as amazing as it wants, but is about as much use to me as a chocolate fireguard unless an Amiga conversion is planned.

So, please put me out of my misery, is a conversion on the cards? I need to know!

Will Robbins,
Shipston on Stour.

Okay, you'd better sit down. Doom will not be released on the Amiga. Ever. You need a blimmin' powerful PC to run it as it stands so a CD32 or A1200 version would be far removed from the unquestionable excellence of the version that's out now. However, news has just reached me that a game not too far removed from Doom will probably be out by the end of the year. That's as much as I can say now because I'm sworn to secrecy, but rest assured that we'll be bringing you more news just as soon as I can.

"I DON'T KNOW WHY YOU BOTHER"

Dear *The One*,
I don't know why you bother printing stupid letters like these.

Peter Walters,
Runwell.

Nope, neither do I.

"THEN IT HAPPENED!"

Dear *The One*,
I've just bought the May edition of *The One*. I quickly looked through it and found a Work in Progress on *Sim City 2000*. I was overjoyed, and quickly read through the article. Then it happened! I found out that it was not coming out on the Amiga A600! My friends own a PC and they have bought *Sim City 2000*. I've played it and I love it. Imagine my disappointment to find out that it was not coming out for the Amiga 600. Please could you find out what's happening.

Aidan Cowley,
Co. Dublin.

I've just spoken to the ever-helpful Chris at Maxis and he's informed me that Sim City 2000 *will only run on an A1200 with a hard drive, sadly. There definitely won't be a CD32 version (due to the amount of on-board RAM it would be impossible to save cities) although if Commodore release an A1200 CD drive then there'll probably be one for that.*

"I LOVE HER "

Dear *The One*,
I'm writing to ask what's happened to the CD1200. All the other mags have been writing about it. I heard it is coming out in the Autumn — is this true?

And why only five minutes for the *Armour-Geddon 2* demo? It takes me three minutes to set the damn thing set up and to find the enemy. I prefer Betty Boop because she's a babe and I don't care what you lot think. I love her even if she was made by Warner Brothers and is a bit out of date.

Andrew Salter,
Oxon.

Because of Commodore's on-going financial crisis, it's impossible to find out any concrete facts about the CD1200. Our guess is that it will be out around September time but that's the best we can offer I'm afraid. Soz.

Okay, that just about wraps it up for another month. Keep your letters comin' and we'll be back soon. Bye!

WATCH OUT, THE TIMES!

There's a letter currently circulating the software industry which we think you should be made aware of. We've omitted the names and addresses of the people concerned but everything else is exactly the same. With grammatical errors like these, we'd like to offer the authors jobs on The One. By the way, we look forward to the first issue, guys!

Dear Sir/Madam
We are a group of people currently *reaserching* the *possability* of setting up an Amiga computing magazine, written and produced *entirley* on Amiga computers.

We will be conducting monthly reviews on software and hardware currently on the market, and for future release. Products will be reviewed fairly on a percentage basis and will *recieve* awards for good quality and value for money. We hope to have our first issue out before Christmas, and will be offering competitive advertising rates.

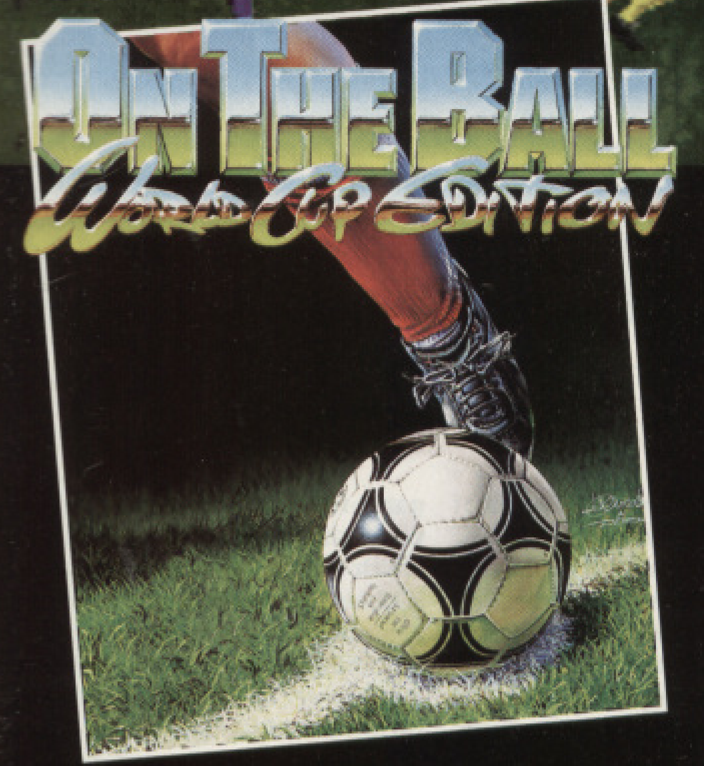
We would be greatful to hear from you about the *possability* of *recieving* your product for review in the magazine, and can be contacted at the above address.

Yours faithfully
XXXXXXXXXX.

The person who supplied us with this letter also scratched a reply on the bottom which read: "Personally I think your time would be more effectively spent going to spelling lessons," so it's obvious that this new publication is already being treated with the greatest respect.

ONLY YOU CAN MANAGE!

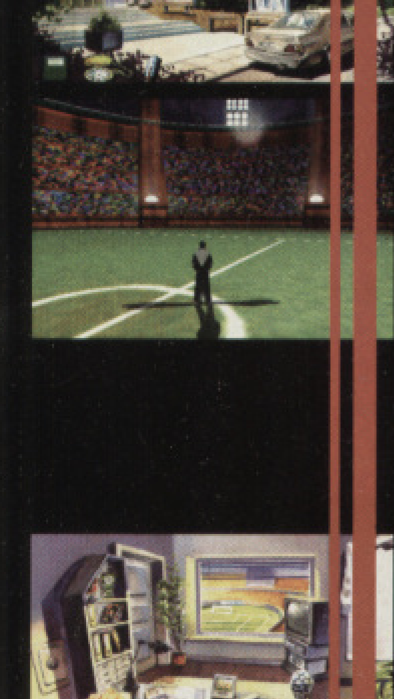
Sports



Stunning World Cup football management, you can even turn the clock back to the qualifiers, but this time you make sure England get through!

Featuring: Five difficulty levels: 1 - 4 players: full training sessions (18 styles): full World Cup programme, or start with qualifiers!: comprehensive editor for matches, groups, players etc.: group and individual pep-talks: strategy sessions: view your opponents matches: six playing styles: create your own weekly and daily schedule: animated match highlights: make in-match changes to team and playing style: in-match commentary (spoken on CD). And more!

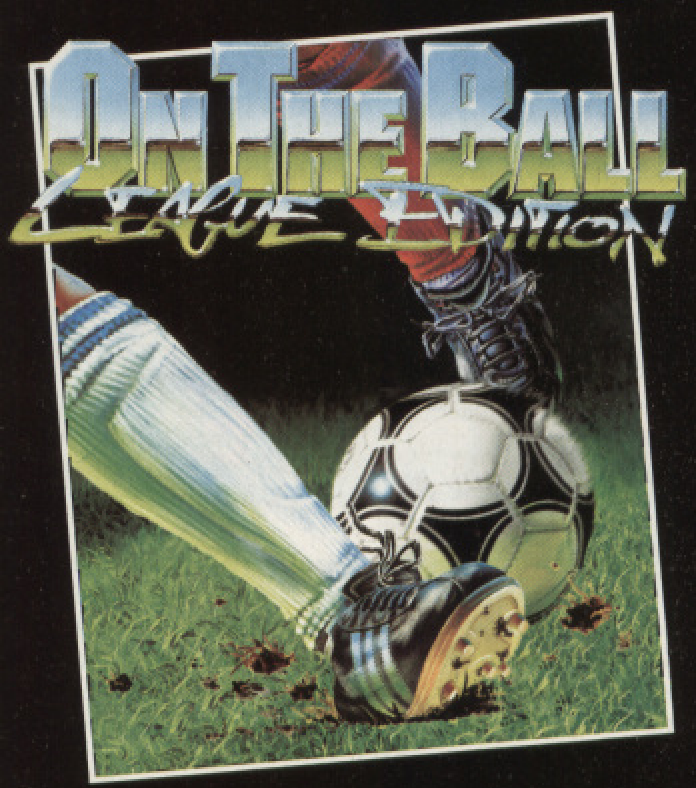
Out: End June, PC, Amiga 1meg, Amiga 1200



COMING SOON







Combining meticulous detail and realism with sensational animated graphics and irresistible presentation, this game will inspire the football strategy genius in you.

Featuring: Unique digitised TV style match coverage: running commentary (spoken on CD): training seminars: sponsorship: home and foreign transfer lists: comprehensive data and statistics: team finances and morale: player and manager politics: expert opinions: press praise and criticism: cup conditions: uniquely accessible interface: 1 - 4 players. And still more!

Out: End August, PC, Amiga 1meg, Amiga 1200







GREMLIN'S PREM MANAGER O COMPE

WIN

A Breathtaking Trophy

£200 CASH

Your Name in Premier Manager 3 and it's all thanks to Gremlin!

The whole world's gone football crazy! Except England, of course, as Terry Venables and his squad 'enjoy' an enforced holiday while the rest of the globe's premier sides compete in the World Cup (which should be reaching its conclusion about now). And it's all because of Graham Taylor's stupid ideas and the fact that he didn't pick the entire QPR team to don the white shirts and dark blue shorts for the all-important qualifiers.

Whenever an England manager is doing particularly badly, passions run high throughout the country. In the Summer of last year, a few people from EMAP —me included — decided to go and watch a televised match in a seedy pub in Islington (and this is true). The place was packed full of drunken men eagerly watching the many TVs set up especially for the footy match. As England started to slip further and further behind, the smoky room was filled with swearing as people bayed for Graham's blood, and one man was particularly uproarious in his protests.

"Substitute so-and-so," he bawled. "Push up what's-his-face," he cried. "Bog off, Taylor!" he shouted. As England conceded another goal, he became so incensed by the goings-on that he picked up a pint glass and, pausing only to shout "I could do better than that," smashed it on his own hand, drawing a large amount of blood. Which was a bit stupid, really, because there was still quite a lot of lager left in it.

Thankfully, there are safer ways to vent our managerial frustrations without having to slash ourselves with bits of the old Ravenhead in order to get a bit of attention. Football management games allow us to take control of our own football clubs and put together an all-conquering team. *Premier Manager 2* is generally recognised as the best of the bunch and if you don't believe me then ask one of the 80,000 people who've bought the blimmin' thing. The game is still riding high in the software charts (number six, in fact), which is amazing when you consider it's been on the shelves for well over eight months.

Matt was particularly impressed by *Premier Manager 2* when he reviewed it last September. "Good stuff, this management business, isn't it?" he asked before admitting "I'm hooked!" To top it all off, he declared "this really is the best bits of all the footy games bundled together and laid out on a golden plate for you" before finishing off with a typically characteristic "good stuff" (again). But then he says that about everything. The hairy git.

Premier Manager 2 is so realistic that it's started to generate the same rivalry real football has. In a recent



ARRANGE FRIENDLY MATCHES

CLUB	RATING	COUNTRY
LEEDS UTD	V. GOOD *****	PREMIER LEAGUE
TOTTENHAM	V. GOOD *****	PREMIER LEAGUE
SHEFFIELD WED	SUPERB	PREMIER LEAGUE
EVERTON	SUPERB	PREMIER LEAGUE
WIMBLEDON	V. GOOD *****	PREMIER LEAGUE
ASTON VILLA	V. GOOD *****	PREMIER LEAGUE
CHELSEA	V. GOOD *****	PREMIER LEAGUE
MANCHESTER CITY	V. GOOD ****	PREMIER LEAGUE
NEWCASTLE UTD	V. GOOD ***	PREMIER LEAGUE
NORWICH CITY	V. GOOD *****	PREMIER LEAGUE
SHEFFIELD UTD	V. GOOD ****	PREMIER LEAGUE
LIVERPOOL	OUTSTANDING	PREMIER LEAGUE
SOUTHAMPTON	V. GOOD *****	PREMIER LEAGUE
BOLTON WANDERERS	V. GOOD *	DIVISION ONE
LUTON TOWN	V. GOOD ***	DIVISION ONE
WOLVERHAMPTON	V. GOOD ****	DIVISION ONE

MATCH FOR MONDAY WEEK 1 : 1993



IER MANAGER 2
F THE YEAR
TITION!

televised *PM2* session, one spectator was so frustrated by a competitor's decision that he informed the others he could do better before taking a gun from his pocket and depositing his brains on the new Stainmaster carpet. But now there's an easier way to prove you're the best. And it's all thanks to us and Gremlin.

In our ever-continuing quest to bring you the most innovative competitions possible, owners of *Premier Manager 2* will be able to take part in the '*Premier Manager 2* Manager Of The Year Competition'. All you need are your original game disks and a lot of talent to enter, and it's going to be fun, fun, fun all the blinkin' way.

HOW TO ENTER

- Grab your *Premier Manager 2* disks and play until you're really, really good.
- Once you've decided that you're the best, fill in the form on this page (or a photocopy) and send it to: I'M GREAT AT PM2, *The One*, 30-32 Farringdon Lane, London EC1R 3AU to arrive here by 28th August. Don't forget to SAVE THE GAME at this point and keep the saved file handy, otherwise there'll be biggus troublius.
- We'll then send the entries up to Gremlin and their 'panel of experts' will sift through the forms and select the ten best managers. The 10 finalists will then be contacted by post and ask to send the save game disk (the details of which must correspond exactly to the information on the form) up to Gremlin.
- The winner will be the person Gremlin decides is the best at *Premier Manager 2* from the information supplied. Not only will this fortunate person receive a breathtaking trophy, but £200 (—cash!) and their name in *Premier Manager 3*.
- Please Note: NO BLOODY CHEATING – Gremlin will be able to detect from the save game file whether you've used any cheat modes and if you're caught you'll be executed at dawn. You've been warned.
- Gremlin will be dealing with the judging and its decision is final. What this means is that there'll be none of the kind of mathematical errors which have plagued the 'Fancy Football Competition'. We hope.
- That's it!

Name....................

Address....................

....

Team Managed....................

Division....................

Complete list of honours....................

Number of seasons played....................

Total amount of cash....................

Team rating....................

Goalkeeper rating....................

Defence....................

Midfield....................

Attack rating....................

ONE ON ONE

ALL THAT GLITTERS...

Since the early days of the Amiga, Graftgold has shown itself to be a consistent producer of top-quality games. With products like Rainbow Islands, Uridium 2 and Fire & Ice under its belt, the future, it would seem, looks pretty rosy. But where do they go from here? Andy Nuttall has a word or three with them.

When Andy Braybrook offers himself and his company, Graftgold, for the purposes of an interview, you don't take the suggestion lightly. He's a well-known raconteur, a man with a story for every occasion; after all, he's been involved in the games industry for over a decade.

The company is now officially 10 years old, and still going strong with a stack of Amiga hits in its cupboard. So for this month's 'One on One', Andy Braybrook is joined by Graftgold's newest signing, Kevin Holloway, the almost corporately monickered Development Manager.

When was Graftgold formed?

Andy: Steve [Turner, Managing Director] started, I believe, in September 1983, writing games on the Spectrum. I joined him in November that year; before then I'd being working for a few companies writing "serious software". Steve too: he'd been working for an insurance company writing COBOL programs.

I began writing games in my spare time. Sometimes I'd stay behind at work until 10 in the evening, just writing the odd game on an IBM mainframe. My dad bought a Dragon 32 at about the same time that Steve bought a ZX81, and I think that's when we both got the bug.

So did you know each other before Graftgold, then?

Andy: We both played in different bands in the Witham area, so we were connected musically. Steve played guitar, and I played the bass; but each member of both bands had been in the other band, if you get what I mean. We were only pub bands — we weren't trying to take off the likes of Genesis, or anything!

Was the company just you and Steve for some time after that?

Andy: For at least another two years. We were working out of Steve's dining room, and we just set up two desks and two computers in there. I used to turn up at his house at nine-'o-clock in the morning, and leave again at five in the evening. Until we released the first game, 3D Space Wars, that's all we had — but it was only a short time, about two months.

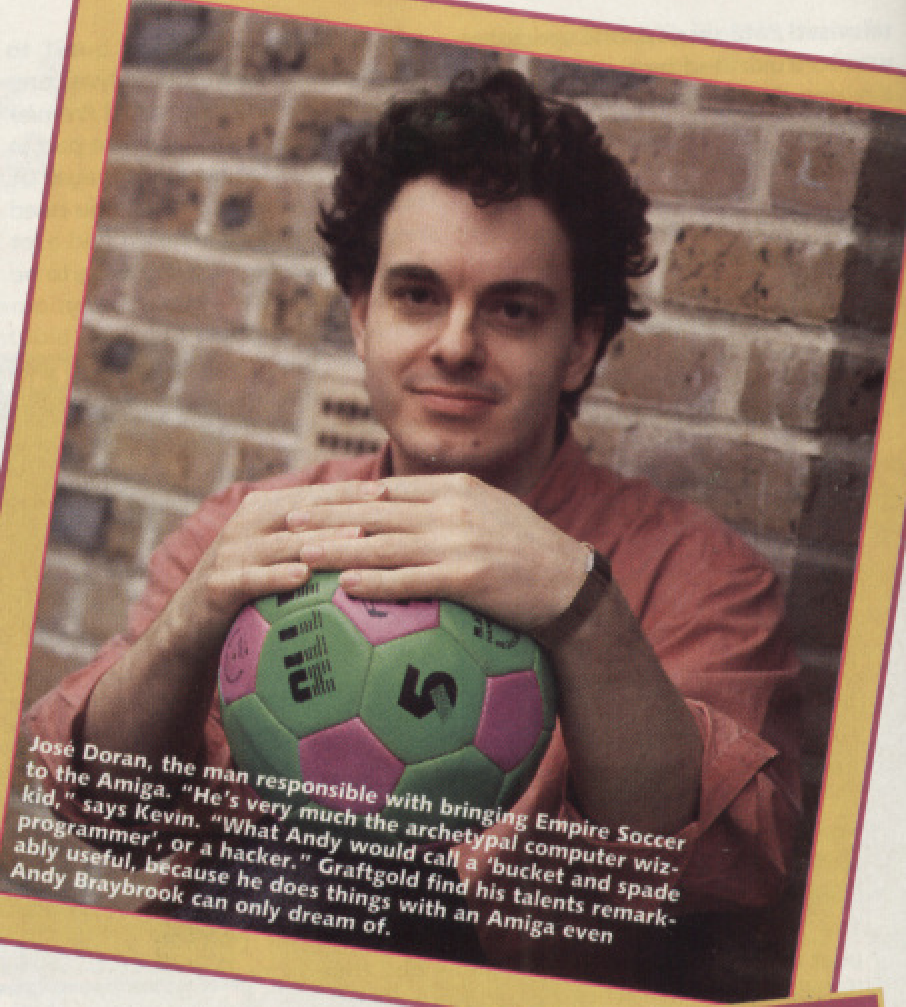
Who published your games?

Andy: Hewson first, then Telecomsoft did for a while before they were bought out. We realised that it was a bad idea to stick with one publisher, because if something happens to them then you're very vulnerable so we started spreading ourselves around a bit. We did some stuff for Virgin: *Iron Man*, *Realms* and *Off-Road Racer*; and then we went to MicroProse with the *Rainbow Islands* project.

Then the Bitmaps set up their own publishing arm, Renegade, and they seemed keen to take on one or two other companies that they knew could keep the products coming through. They were offering a much better deal than everybody else — they set their own deal up for the Bitmap Brothers, and they couldn't understand why no-one else could offer the same sort of deal. So, it made sense to put a lot of work through them. It's worked out very well so far.

How many people are working at Graftgold now?

Andy: From all of the original people who set up Graftgold, there's only Steve and myself left. But we've



José Doran, the man responsible with bringing Empire Soccer to the Amiga. "He's very much the archetypal computer wiz-kid," says Kevin. "What Andy would call a 'bucket and spade programmer', or a hacker." Graftgold find his talents remarkably useful, because he does things with an Amiga even Andy Braybrook can only dream of.



Dubbed "the man who killed rock 'n' roll" by one popular Amiga magazine, Andy Braybrook is one of the real veterans of the Amiga games industry. And yet, as you can see, he's still as fresh-faced as a new daisy. His days of working alone on a new project are long gone, apparently, because new games are so big he can't hold the code even in his massive brain.

taken on a lot of new staff, and we now employ 17 people!

Kevin: Originally, the people who started software houses were games fanatics, but unusually both Andy and Steve had previous business experience. It's sort of come full-swing now, certainly with some of the people we've taken on recently, because they've come from jobs in commerce.

Does this mean that you're going to become a conglomerate?

Kevin: Not really. It's just that these people know that the game has to sell, rather than it just being a game that they like. It's not just a hobby which happens to pay the wages anymore. It's a business. So, we've got to produce the sort of games we like and make sure that they sell.

Was there a fear, then, that you might have to compromise on the quality of your games?

Andy: I think it's changed the nature of the games we write. Before, I'd just sit down and write an arcade game I knew I'd enjoy playing, and hopefully it would be good enough to sell. Under my regime, as it were, we would probably never have done a football game. But, when the opportunity came to write one, we had a guy who was interested in doing it, and commercially we could see [with the World Cup] that a football game was a good thing to do.

How did the deal with Empire come about?

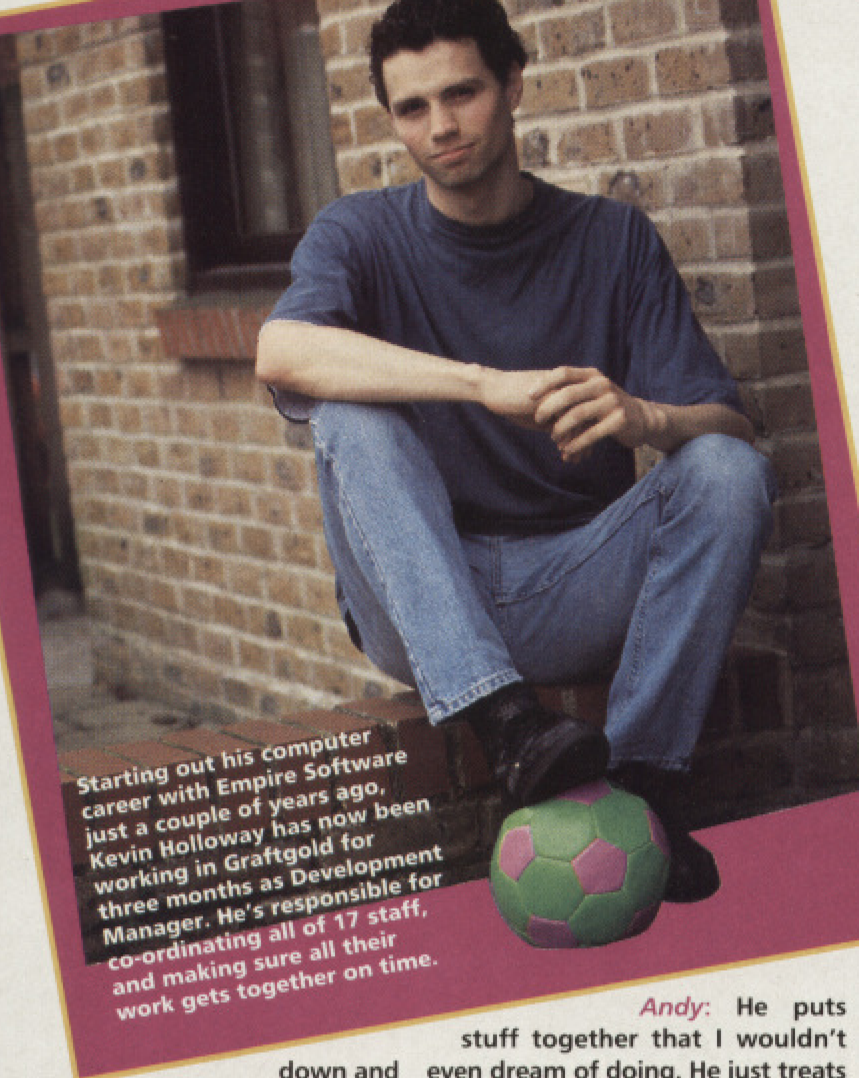
Kevin: Well, I was working for Empire at the time, and I wrote the contract for Graftgold. At Empire there was a desire to release a football game to coincide with the World Cup, which seemed like a good idea because we thought nobody else would think of that! [laughs] And Graftgold were on our wish-list of people we wanted to work with.

Who's been programming Empire Soccer, then?

Kevin: José, who joined us about nine months ago, when we first started the Amiga version. He's been working on that ever since, and learning the ways of Graftgold through Andy. José is very new to the industry: he's been writing games for a long time, but has never been in a team before.

Andy: He puts stuff together that I wouldn't even dream of doing. He just treats every screen he wants to display as a blank sheet, which he has to built up from hardware level every time. He works in a completely opposite way from myself, and I s'pose you could say that we've crossed swords from time to time.

This is the face of Steve Wilkins, one of Graftgold's graphic artists, who did almost all of the graphics for Empire Soccer. He's their superstar Empire Soccer player, apparently, much to the annoyance of Andy and Kevin.



Starting out his computer career with Empire Software just a couple of years ago, Kevin Holloway has now been working in Graftgold for three months as Development Manager. He's responsible for co-ordinating all of 17 staff, and making sure all their work gets together on time.

Do you miss the old days, when you could sit with your C64 and bash out a game in a matter of weeks?

Andy: Yeah, it was nice being able to do everything myself. I was doing the graphics as well, and the music was about the only thing I wasn't doing. The games have got so big now, though, that it's not possible to do that anymore. With the better graphics potential it's great to have some guys to do it for you; and also some help with the programming. Games are just too big now for one person to hold in their head.

Does that mean it's better, then?

Andy: Hmmm. It's more of an organisational nightmare, certainly. In some ways I like the old days, but I can see that as things get bigger and better it was always going to change. I can see my role in the company changing: I'm not spending all the time writing my own game anymore, I'm also supporting other programmers. As time goes by it's nice to have a different sort of job to do, and to have a different viewpoint on things.

Kevin: It's very much a team spirit now, though. It lets you concentrate on the part of the team which you're good at, which is much more of a professional approach. The quality of the work which is coming out is much higher than it would be if it were just individuals working separately.

Andy: It frightens me a little, because the development gear you need to compete nowadays is going to scare a lot of the individuals off. It's a vast expense, and for people sitting at home they're just not going to be able to do it. There are very few individuals working on games now, with notable exceptions — Archer MacLean, Jeff Minter — and all the others are working for big companies. Oh, and David Braben, of course; but look how long it took him to complete *Frontier*!

Do you still like to program on the Amiga?

Andy: It's nice that we've got a new round of machines which are getting a bit bigger. The A1200 has suddenly given us a bit more room to manoeuvre, with 2Mb of base memory; and the CD32 which gives us a nice big CD to put our musical ideas out on. We must get the music from our band on there [laughs]. I'm not sure that it's CD-quality, though!

Kevin: That's probably a good thing for the waiting public, actually.

Andy: You've never heard us play!

Kevin: No, but I've seen you on a unicycle, though. If you handle your guitar anything like you handle a unicycle...

You can see Empire Soccer *yourself, simply by flipping to the front of this very magazine, removing the disk, and inserting it into your Amiga. What, you mean you missed it?*

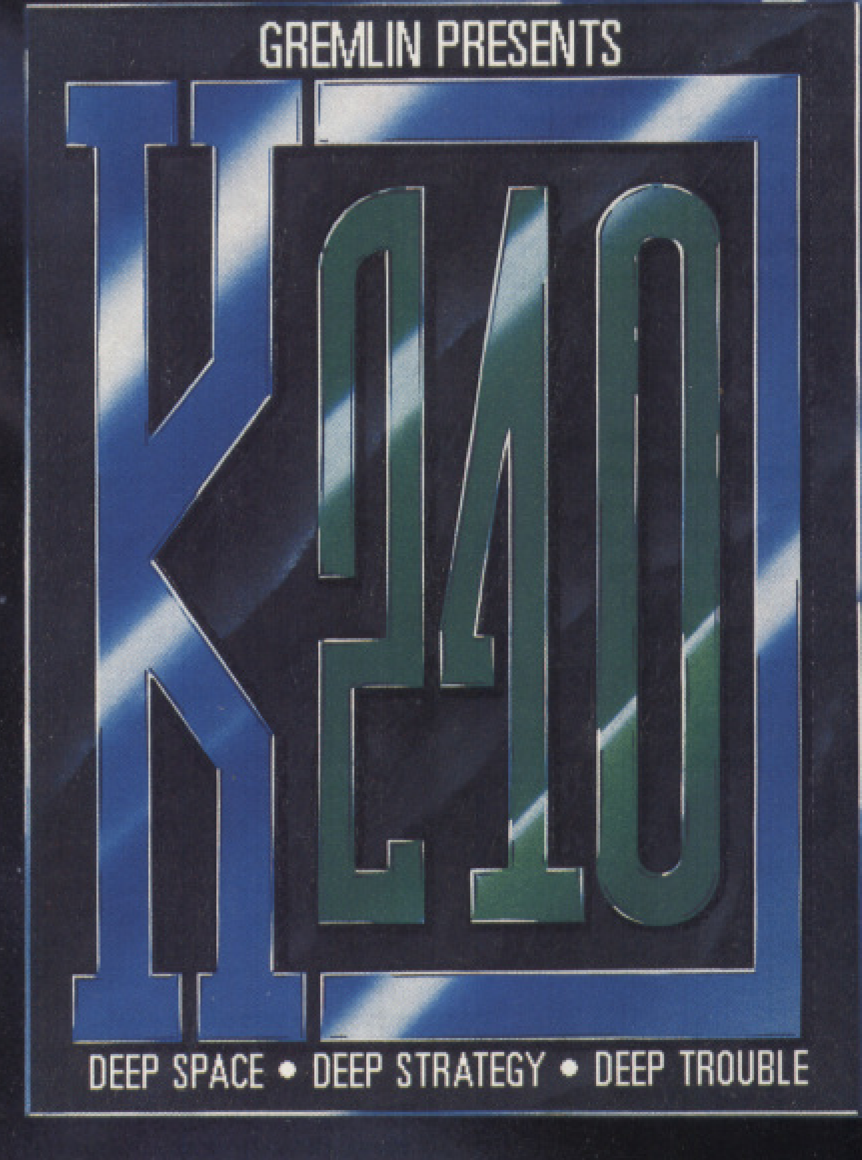
CONTROL YOUR OWN DESTINY

"Play it for an hour and you might as well kiss goodbye to a year."
CU AMIGA-91%

"A mixture of think-em-up and wanton destruction...think Sim City and now put it in space."
GAMESMASTER-84%

"Gremlin can be proud that they have produced yet another quality game."
AMIGA ACTION-86%

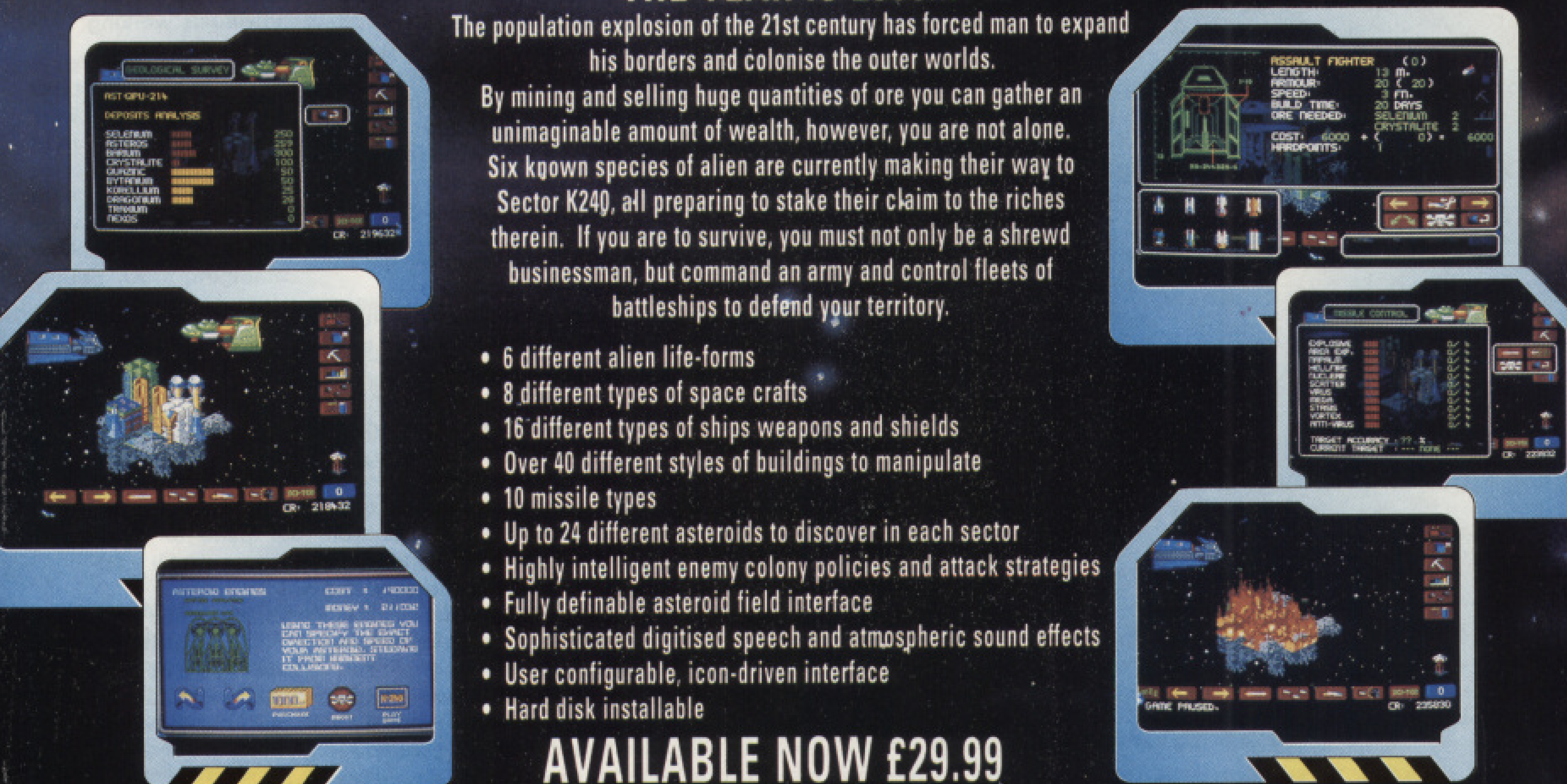
"I love this game"
AMIGA POWER-83%



"Not since Dune 2 have we been treated to such a great strategy game, designed in the mould of Populous but taking the whole idea beyond the stars and er, into asteroids."
THE ONE-90%

"A very addictive space exploration game which gets so involved you'll want to hire someone else to play it for you."
AMIGA FORMAT-84%

"Gremlin's space strategy game will have you playing into the wee small hours and I heartily recommend it."
AMIGA COMPUTING
(Silver award)



THE YEAR IS 2380...

The population explosion of the 21st century has forced man to expand his borders and colonise the outer worlds. By mining and selling huge quantities of ore you can gather an unimaginable amount of wealth, however, you are not alone. Six known species of alien are currently making their way to Sector K240, all preparing to stake their claim to the riches therein. If you are to survive, you must not only be a shrewd businessman, but command an army and control fleets of battleships to defend your territory.

- 6 different alien life-forms
- 8 different types of space crafts
- 16 different types of ships weapons and shields
- Over 40 different styles of buildings to manipulate
- 10 missile types
- Up to 24 different asteroids to discover in each sector
- Highly intelligent enemy colony policies and attack strategies
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- Sophisticated digitised speech and atmospheric sound effects
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THESE ARE WORRYING TIMES FOR THE AMIGA. COMMODORE IS CURRENTLY BEING TAKEN OVER (THE PRICE, INCIDENTALLY, IS RUMOURED TO BE AS MUCH AS £3.72 AND A PACKET OF FAGS), THE CD32 IS STILL IN ITS INFANCY, AND SOFTWARE SUPPORT FOR THE A500 IS DIMINISHING RAPIDLY.

PEOPLE CONSTANTLY HARP ON ABOUT HOW THE 'GOOD OLD DAYS' WERE, ER, 'GOOD' (AND, ONE PRESUMES, 'OLD' AND 'DAYS') — BUT WERE THEY? WILL 1994 BE FONDLY REMEMBERED IN YEARS TO COME, WHEN IT'S SAT IN A ROCKING CHAIR, DROOLING DOWN ITS BEIGE SUMMER CARDI? I WONDER? LET'S RIFLE THE BULGING POCKETS OF POSTERITY AND TAKE A DIP INTO THE GIANT LUCKY-BAG THAT IS TOMORROW — WHAT SURPRISES LURK CHALLENGINGLY WITHIN? WELL, I HOPE THERE'S A SHERBERT FOUNTAIN IN MINE. HMMM...

OVER THE NEXT 12 PAGES, WE TAKE A LONG (12 PAGES LONG, IN FACT), HARD LOOK AT THE STATE OF THE AMIGA. WE KICK-OFF BY REVEALING HOW OUR FAVOURITE GAMES MACHINE WAS BORN, COMPLETE WITH SOME RATHER MESSY PICTURES OF CAESAREAN SECTIONS AND UMBILICAL-CORDS. THEN WE ASK THE SOFTWARE COMPANIES TO TALK WISTFULLY ABOUT THEIR FIRST RELEASES AND PLOT THEIR PROGRESS WITH A FAN-TASTIC COOL CHART.

IF YOU'RE AFTER FACTS THEN PAGE 32 IS WHERE IT'S AT AS WE LIST MORE INFORMATION THAN ONE COULD POSSIBLY DIGEST WITHIN AN AVERAGE HUMANOID'S LIFETIME. FINALLY, GARY PENN LISTS HIS FAVOURITE GAMES OF ALL TIME AND PONDERS THE FUTURE (IT MAKES FAIRLY HARROWING READING, SADLY).

SO THERE YOU GO. OUR BIGGEST FEATURE YET. CUT IT OUT AND KEEP IT SOMEWHERE IF YOU WANT. YOU COULD PUT IT IN A BOX IN THE ATTIC, FORGET ABOUT IT FOR 50 YEARS AND THEN PULL IT OUT TRIUMPHANTLY ONE RAINY DAY AND BORE YOUR GRANDCHILDREN TO DEATH. MORE SIMPLY, (AND ENVIRONMENTALLY SOUNDLY, FRIENDS) TEAR IT INTO HANDY STRIPS TO WIPE YOUR BOTTOM WITH.

THE HISTORY OF THE AMIGA (pt.1)

All the best stories begin with 'once upon a time'. It will come as no shock to learn then, that this rather jumbled er... interpretation of real life events begins with four hippies in California, stardate early 1982. Nevertheless we recommend that you join us in our homage to photo-love, peace and quite literally huge profits. Man.

SILICON VALLEY, CALIFORNIA, 1982. A BUNCH OF HIPPIES SIT AROUND A TABLE PONDERING COMPUTER OF THE ERA (IE A SPECTRUM)...



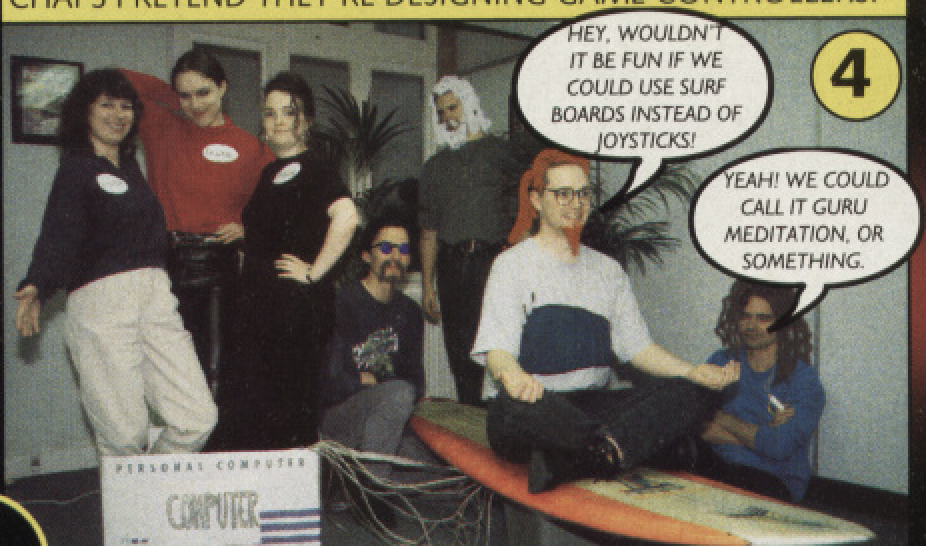
THE BOYS GO BACK TO THEIR SURF SHACK AND BEGIN WORK ON THEIR NEW MACHINE DESIGN, CODENAMED "ZORRO."



SHORT OF COMPONENTS, THEY ASK THEIR FRIENDS AGNUS, PORTIA AND DAPHNE TO BE IN THE CREATION.



TO HIDE THEIR ACTIVITIES FROM THE OUTSIDE WORLD, THE CHAPS PRETEND THEY'RE DESIGNING GAME CONTROLLERS.



NOW COMPLETE, BUT LACKING A DECENT BOX DESIGN, THE NEWLY-CHRISTENED "AMIGA" IS TAKEN TO THE 1984 CES.




JACK TRAMIEL — PREVIOUSLY OF COMMODORE, NOW OF ATARI — OFFERS TO BUY AMIGA FROM HI-TORO HIPPIES.
6
HERE, BOYS. GO AND BUY YOURSELF A BEER WHILE I, ER, EXAMINE YOUR MACHINE.

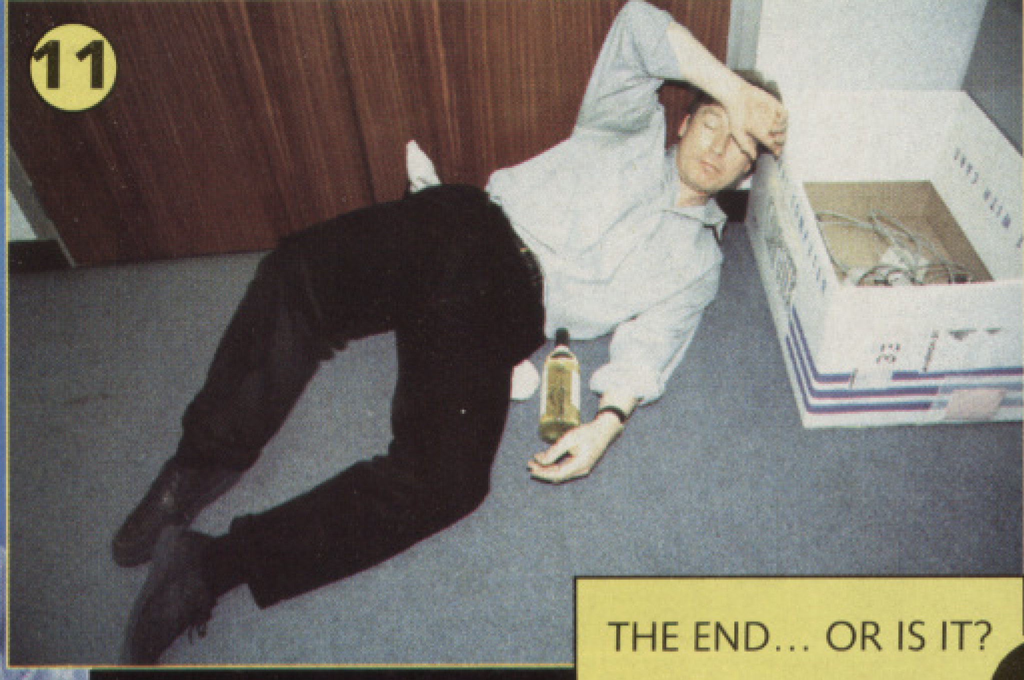

THE GUYS CELEBRATE, HAVING SOLD THEIR MACHINE WITHIN HOURS OF SHOWING IT OFF.
7
CHEERS!


SENSING A HIT MACHINE, COMMODORE STEPS IN WITH BIGGER OFFER.
8
I LIKE YOU GUYS, AND I LIKE YOUR IDEAS. HERE'S A LARGE WAD OF CASH !


AFTER ACCEPTING THE COMMODORE OFFER, FURTHER CELEBRATIONS ENSUE.
9
CHEERS! AGAIN!


1993. COMMODORE UK PROMOTES DONALD (SORRY, DAVID) PLEASANCE TO THE HELM.
10
HELLO. I'M YOUR NEW BOSS. AND I LIKE FOOD!


1994. COMMODORE ANNOUNCES THAT IT "FEELS A BIT ILL," AND SO WON'T BE COMING OUT TO PLAY FOR A WHILE


11
THE END... OR IS IT?

WHAT WAS IT, THEN?

Continuing our mooch through all things past, Simon Byron invites the software houses down to the beach bar to enjoy a powerful cocktail while he probes them gently about their first Amiga releases.

Life usually starts off small and ends up, er... big. Tiny seeds grow into nice flowers and, ahem, other kinds of seeds sometimes turn into people. And, as I'm sure your teachers have no doubt reminded you, oak trees really do grow from acorns.

The computer industry is no exception to this natural law: once there was this cottage industry run by anorak-wearing spotty adolescents; today we are surrounded by multi-billion dollar earning conglomerates fronted by shrewd suits with pound signs printed on their eyeballs.

So how did the cutely proportioned software houses of yesteryear mutate into many armed corporations? Search me — but I guess a constant stream of best-sellers may have helped. But if it wasn't for their first hits, things could have been different. So here, for your entertainment and delight, is what a selection of the software houses have to say about their first Amiga games...



ELECTRONIC ARTS

Skyfox

"Well, after hours of research and searching in various bins for the appropriate information we have finally concluded that our first Amiga games were *Skyfox* and *Marble Madness*," reckons EA's Nick Channon, cleverly managing to advertise two of his company's products for the price of one, the crafty beggar. "I'm afraid that both were really rather good," he continues, "with *Skyfox* being a rip-roaring snorter of an action game, that set the standard for first person shoot-'em-up action. *Marble Madness*, on the other hand, was a 3D isometric marble sliding game which just made you mad, spawned a thousand imitators and set the standard for future 3D isometric marble sliding games. Both games, I am assured, were completely and utterly top."



GREMLIN

John Lowe's Ultimate Darts

"You've really had us picking our brains to remember our first ever Amiga release," says Gremlin's Steve McKevitt. "We were hoping it would be something really exciting and groundbreaking. In fact, it was *John Lowe's Ultimate Darts*. I suppose it shows that we've come a long way since those tentative first Amiga steps. This 1987 interactive feast didn't sell in *Zool*-like numbers and certainly wasn't a landmark game in Gremlin's glorious 10-year history. I suppose I could have lied and said *Lotus Esprit Turbo Challenge* or *Monty Mole* — now they really were something special."

CODEMASTERS

Advanced Ski Simulator

"At Codemasters, there's this cupboard. It's up by the kitchen bit," explains the ever-ebullient Richard Eddy from Codemasters. "It gets bumped into, knocked, its door is broken and, of course, there's coffee spilt down the side of it. Pretty crap life for a cupboard, really.



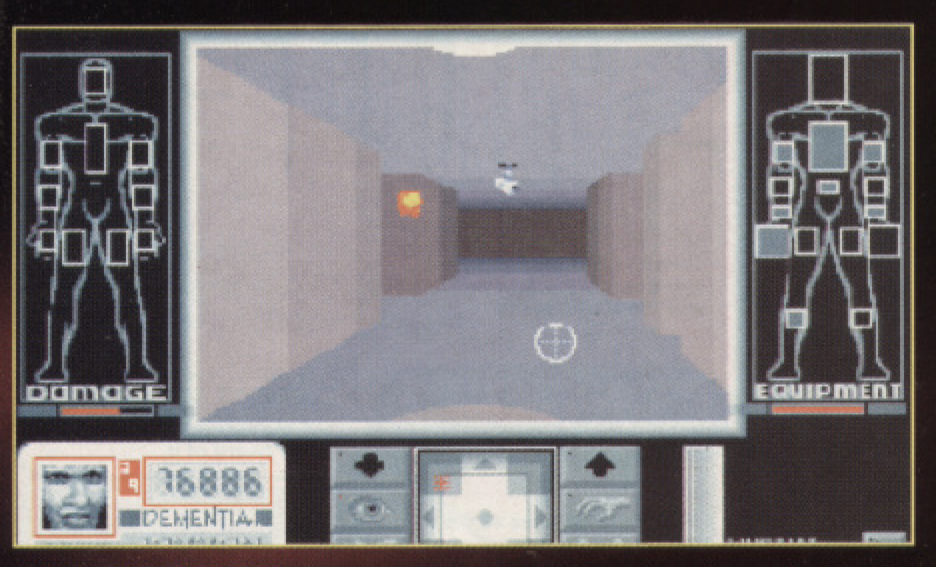
"But this cupboard knows it's important. Occasionally, you can catch it, just out the corner of your eye, with a really smug look on its face. Erm, door. And that's because it knows. It knows it's the most important cupboard in Codemasters. Lurking inside its deepest corners is every Codemasters game ever published. All 400 (or so) of 'em. Every time a game is released, a copy gets slung in there. One on top of the other.

"And so, when *The One* asks for a copy and a few words on Codemasters' first Amiga game, you know it's down there somewhere. Way down there. Right down at almost the sodding bottom. Thankyouverymuch, Byron.

"Anyway, *Advanced Ski Simulator*. It's a simulation of skiing and it's advanced (hence the title. Well, not hence the title, actually. Everything Codemasters published in the '80s had 'Advanced' and 'Simulator' in the title. But — hey — it only cost £4.99. And d'y'know — it was actually a very smart game indeed. With lovely music and the obligatory scrolly bit at the beginning, it captured quite an atmosphere. Right from the moment you set off down the slopes with sampled cries of a whole crowd of people shouting "Go! Go! Go!", cow bells ringing and decent 'whoosh' noises as you skied down the slopes. It was all really good fun.

"So it went on to sell by the bucket-load — the two-player option was especially popular. So popular, in fact, that the programmer, Andrew Graham, went on to program other two-player games. One of them became quite famous, selling over 250 000 copies. That was *Micro Machines* which, spookily enough, was Codemasters' most recent Amiga release. Coincidence? Fate? Who can say? Maybe the cupboard knows."

Perhaps we should ask it next time, then.



CORE DESIGN

Corporation.

"*Corporation* was the first game that we released under our own name; Core Design," explains Richard Barclay, Core's almost-top bloke. "Since its formation in 1988, Core Design had operated as a development house — supplying finished products to games publishers who had commissioned us to write them from them. Titles written by the company include *Rick Dangerous* 1 and 2 (Firebird), *Dynamite Dux* (Activision) and *Action Fighter* (Firebird).

"Early in 1990 the decision was taken to start publishing our own products from June of that year. Over a fairly short period of time, *Corporation* was storyboarded. It was to be a multi-level, three dimensional, role-playing game which would feature scaled sprites. When I took the preview versions along to the magazines they went absolutely crazy. It was the first time they had ever seen an Amiga game featuring this technology. As soon as *The One* published a preview, the phones didn't stop ringing. *Ace's* review was really the icing on the cake. They gave it 96.5 percent and as soon as that was out we started getting about 300 calls a day. But — after all that — *Corporation* nearly didn't happen.

"At that time, there were only ten of us in the company — three of us running it and eight programmers and graphic artists. *Corporation* was scheduled to be released in June but had suffered a slight delay because the storyboard was extended somewhat. Since we had ceased writing games for other companies by then we weren't earning any money. It was the beginning of August and still the product wasn't finished. Our cashflow was such that we had enough money to run the business until the end of September, after which time we would be penniless and out of business.

"Our distribution deal meant that as long as we released *Corporation* by August 31 we'd be okay because we would be paid for all the revenue earned from its sales on October 1. Publishing it on September 1 would mean that we wouldn't get any money until November 1 and by then we would have been history.

"By Friday, August 24 we had a nearly complete version but the maps hadn't been finished. That weekend we all sat around in a circle and just said things like, "put a laser beam here," and, "what about a lift there?" We had that finished by the end of the afternoon!

"So we thought we had a bug-free version by Sunday evening and had told our distributors that we'd be delivering a master version earlier that Sunday afternoon. They waited for us, but kept saying things like: 'We've got homes to go to as well, you know!'

"At 9 p.m. on Sunday evening we all drove from Derby to the duplicators in Leeds and read in to the mastering machine what we hoped would be the finished version. Subsequent play-testing, however, proved that there were still bugs in the code. So we travelled back to Derby and at about 4 a.m started again. This went on every day and night until Thursday, 30th August.

"I don't think anybody slept more than about six hours all week. I felt like crap and looked like I had a bad case of hepatitis B. At about 2 a.m. on Friday, August 31 we finally had a version from which we could duplicate the finished product. At this point you might think we could go home. But we couldn't. Everybody at the duplicators had already clocked off and because we needed to raise all the invoices on Friday, August 31 and not September 1 we had to pack the game ourselves. So the employees of Core Design either worked on the conveyor belt, operated the shrink wrapper or packed the boxes. After that, at 6 a.m., myself, Jeremy Smith the Managing Director, and another guy drove the stock to four UK software distributors as far apart as Derbyshire and Essex. The game was sold by the distributors to the retailers the same day — August 31.

"It was a bloody nightmare!" But well worth it, eh?

PSYGNOSIS

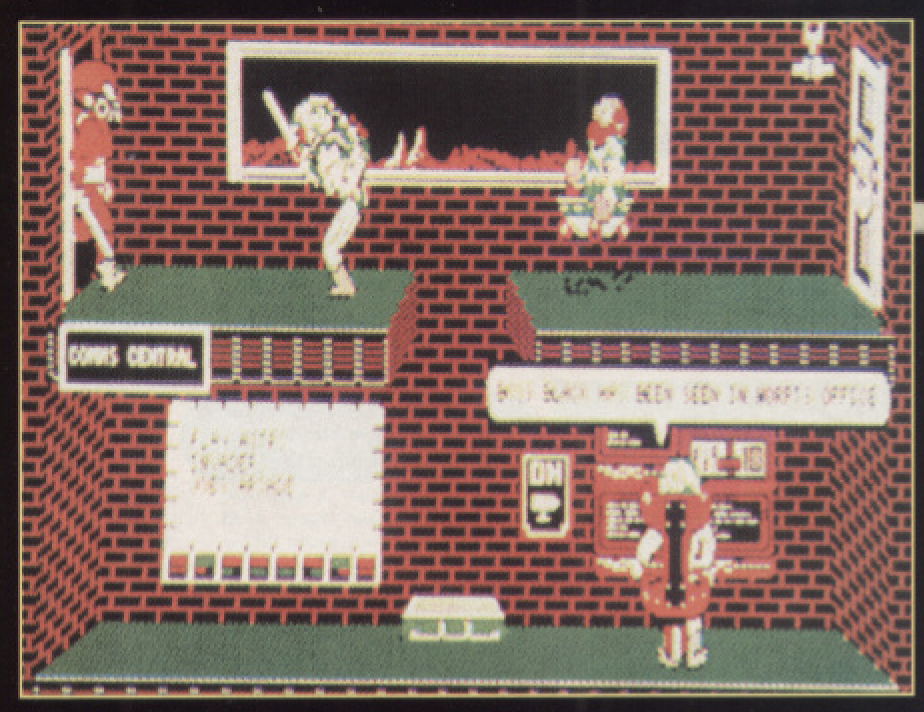
Brataccas

"*Brataccas* — the name nobody could spell," reveals MC Marky Blewitt from Psygnosis. "The product that broke the mould. The first Amiga game. Ever."

"*Brataccas* is a self-contained world based on a number of asteroids. Taking the role of Kyne, an earth scientist accused of hideous crimes and genetic fraud, you must fight to clear your name before you're spotted and arrested. Clearly a plot like that could not be an excuse for a large, zap-'em-up game, could it? Well, it could but it isn't. You see, *Brataccas* is a highly-complex arcade adventure.

"*Brataccas* boasts large, well-animated sprites, rooms which have been given a sort of perspective allowing the player to move around in several directions. State of the art for the mid-80s.

"Since then Psygnosis has published over 60 Amiga titles including the ground-breaking *Barbarian*, *Shadow of the Beast* trilogy, and *Lemmings*."



OCEAN

Wizball (sort of)

"Ocean's first venture into the world of the Amiga was a lesser-known title called *Eco*," admits Nick Clarkson, voice of Ocean. "Remember it? No, me neither. Anyway, the second game arrived a couple of months later in April of 1988. *Wizball* received much critical acclaim and even to this day is still heralded as an all-time Amiga classic. In case you didn't catch *Wizball* the first time around, it involved you controlling a small green sphere catching droplets of paint in order to bring a little colour into your grey, drab world. Okay, so it might not sound like the recipe for a hit game but it certainly had that playability factor. You'd be lucky to find it in its original box, but it is still out there on the Hit Squad label."

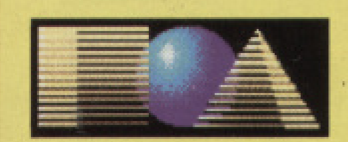




THE HOT STUFF







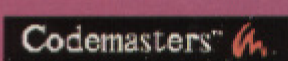


















Corporation is make or break time for Core. It nearly breaks them.

Jimmy White's Whirlwind Snooker. Everybody wonders if Archer's hair is real.

Brataccas, the first Amiga game. But no-one can remember whatit was like.

Sensible Software comes up with *Wizball*. It's great.

USG kicks off with *Leaderboard*, already a hit on the C64. Good start.

Skyfox. Fab 3D extravaganza with a sky in it. But no fox.

Lotus Turbo Esprit Challenge becomes popular. Because it's good.

Bignose the Caveman. He's a caveman. With a big nose. And he's crap.

Converted from the excellent C64 game, *MicroProse Soccer* is an Amiga disaster.

Postman Pat comes with his black and white cat and completely rubbish gameplay.

Peter Molyneux is pronounced "God" with the release of *Populous*.

New Zealand Story. The Kiwi is voted the Most Cuddly Platform Character Ever by, er, me.

Revolution produces *Lure of the Temptress* and revolutionises adventures.

Although the two top Core people hate *Chuck Rock*, it sells loads.

Railroad Tycoon. Certainly not just for train spotters as it's completely ace.

Captain Dynamo. Entertaining platformer based around an heroic old person. Harry likes it.

Strategic God-games have been done everywhere but in outer space, as Gremlin notices. *Utopia* is a big hit.

Hmmm, *Outrun Europa*... Okay, but no banana.

Carl Lewis Challenge is a sports game with a difference — it's pants.

Tracksuit Manager. But who would want to manage a tracksuit?

Thunderhawk keeps the programmer up for days on end. Time well spent.

Rainbow Islands is acclaimed as one of the best games around.

PGA Tour captures all the thrills and excitement of a round of golf.

Cybercon 3. So good, even Gary Penn likes it.

Punters misinterpret *Killing Game Show* and shoot Bruce Forsyth.

Continuing the crusade into space, Gremlin produces, er, *Space Crusade*.

Silent Service II. Just above average submarine simulator.

CJ in the USA tries to grab a piece of *Dizzy*'s popularity. It fails.

Credibility crisis looms with unusually nobby platformer *McDonald Land*. Simon likes it, though.

Dr Who — Dalek Attack. Great licence. Bloody awful platform game.

Lemmings becomes Psygnosis' big success story. We've never heard of it.

Dune 2. Biggest guns ever. Apart from those in *Syndicate*.

LucasArts makes lots of new friends with *The Secret of Monkey Island*.

Galactic Warrior Rats. Crap name. Great game.

F1 Grand Prix. "Good," says Matt. "Poor safety record, this season," says Harry.

Dizzy Panic. Millions of eggs seen flying off the shelves.

Doodlebug, the game which everybody hates, but no-one knows why.

Castles. Great concept but as interesting as a wall covered in damp Dulux.

Plan 9 From Outer Space, a game even worse than its title.

An Ocean spokesman describes the sequel to *WWF Wrestlemania* as "better than the crap we gave you last year." Nuff said.

Almost every software house has its ups and downs, and er middling bits. What happens when you take 10 of the oldest softies, and choose eight of their games at random? Or more succinctly, who's hot and who's sliding down towards the er... poo? Andy Nuttall, true to form, makes the magazine late finding out...

Hot

Civilization — certainly wasn't written in a day. Or something.

Cruise For a Corpse. Not, as you would expect, Top Gun star fancying dead people.

DMA Design declares it's leaving the Amiga after the stonking RPG *Hired Guns*.

"*Desert Strike* doesn't cash in on the Gulf War," says EA. Hmm... itchy chin.

The excellent *Gunship 2000*. Yes — the chance for more 'chopper' gags! Good.

Flashback. More proof that "shooters make games great." Probably.

Zool. Fast, cute, colourful, and miles better than the later console versions.

Super Tetris — *Tetris* with thrilling Russian music.

Micro Machines. The best two-player driving game ever. Apart from *Skidmarks*.

Syndicate scores a hit with sick, violent people who love blood and gore.

John Madden Football. Gamers go wild, even it it is Gridiron Football which is ultimately cack.

Shadow of the Beast is released to an unsuspecting public, and sells Amigas in huge numbers.

Indiana Jones 4 — *the Graphic Adventure*. *Monkey Island* with Harrison Ford.

Second Samurai — a hit because Robert Maxwell wasn't involved.

Hey, I like *K240*. The sequel to *Utopia* has got me in trub with the boys for being a bit sad.

Warmish

Premier Manager. A footy management game with nice graphics. Gasp!

Robocop 3 released complete with "copy-proof protective dongle". Cracked copy circulates within two days, amidst jeers from the cracker.

Goal! Touted as the ultimate footy game, but fails to match *Sensi*.

Cannon Fodder, a "fun wargame." Brilliant, but the British Legion doesn't like it.

Turns to crisps for inspiration and *Pushover* is the result. Plays better than it sounds.

Road Rash. The first racer where you have to punch people.

Core pays £1000 for the *Jaguar* licence. Money well spent, we reckon.

Heimdall 2. "Norsey But Nice," says Simes. The whole world proceeds to copy him.

Mortal Kombat, the most-hyped game ever, actually turns out to be ace.

Ocean does its bit for 'charidee' by producing *Sleepwalker*.

Richard from Core isn't sure about *Premiere*, but it sells out. Suddenly he is its biggest fan.

Global Gladiators, a sadly dull platformer. Stinks of old fish.

Kwik Snax. Dodgy spelling, dodgy game.

Ancient Art of War in the Skies, a kind of side-on dog-fighting game. Fun for a bit.

Timed with *Nigel Mansell*'s world championship win, Gremlin makes a crappy licence.

Blob. Core apparently intended it to be called Flob, but it just ends up as a flop.

A bit smelly

Soccer Pinball. It's not soccer, and neither is it pinball. It is, however, crap.

Firehawk flies like a brick and manages to bomb all on its own.

Epic — technically brilliant, but an average player can complete it in hours. Pity.

Indiana Jones — the Arcade Game. Abysmal claptrap. 'Nuff said.

In the poo

'Allo 'Allo Cartoon Fun. If, of course, you define the word "fun" as "complete and utter drivel.

Huckleberry Hound. True to its name, plays like a complete dog. Next.

Thomas the Tank Engine. Unsurprisingly, crap.

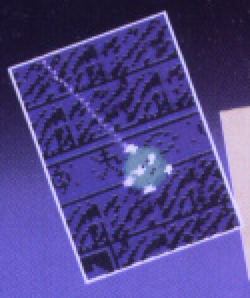
Suburban Commando. Still crap, much like the film.

Last Action Hero. Shoves dear old Psygnosis right down into the brown stuff

FAN-TA FA

Amiga Land and the world of the computer games industry is a crazy old place, filled with instances of sadness, despair and, occasionally the odd decent game. Matt Broughton wastes two pages by splashing fan-tastic facts all over the place. Most of them are probably quite true, but then again, they might not be.

'Top programmers' are often paid on a royalty basis; therefore, the better the game, the better it sells, the better they get paid. Hmm... there must be some very poor programmers out there! (Both financially and ability wise)



1 in every 22 households owns an Amiga.

Towards the end of a project, it's not unheard of for programmers to work 18 hour days (including weekends!), and in some examples, programmers have worked solidly on one project for ten weeks without a day off. Bloody hell!

There are 2 million Amigas in the U.K. And we've got four of them.

In Spanish, Amiga means 'girlfriend'. I think.

In German, Amiga doesn't mean anything at all. I don't think.

Software houses recoup about £10 from each shop sale.

Ocean spent a massive £1,000,000 on advertising for their Jurassic Park promotion

In some cases, a poor-selling game isn't necessarily an unprofitable one. As far as Psygnosis is concerned, even though Last Action Hero, Cliffhanger, and Dracula are all crap games without a chance in hell of selling more than a few units, because of their low development/advertising costs, they could still make more money on these titles than some of the better ones. Crazy bonkers world isn't it?



The largest ever recorded 3.5 inch disk was, er... 3.5 inches. Yes, crazy, isn't it?

In German, you have to spit a lot just to say basic words.

At the end of 1992, Commodore held 76.7 percent of the Home Computer market share. By the end of 1993, this had risen to 90.6 percent. Which is quite impressive, really — especially when you see that Atari had 4.3 percent, and Sinclair had 0.3 (God bless 'em!)



Virgin

If, for some unfathomable reason, two Amigas bothered to drop two scientists from the top of the Leaning Tower of Pisa, it would be pretty stupid, wouldn't it?



Cannon Fodder sold 60,000 copies during its first six months on sale

Because of the amount of money spent on *Zool*'s promotion, it needed to sell at least 10,000 copies to make money. Fortunately for Gremlin, it actually sold over 250,000 (across various formats — about 90,000 on the Amiga) which is pretty bloody good really.

If you were really bored and wanted to count how many keys were on your Amiga A1200, you'd find roughly 96. Well, exactly 96 actually. (Damn! You've spoilt it now. — Harry 'really bored' Attrill)

STIC CTS!

Under normal circumstances, a game would have to sell between 1,500 and 5,000 copies to be considered a real failure.

When the A500 was originally launched, you'd be expected to pay about £399 to get your clammy hands on one. Have a flick through *Loot* today and you'll be able to pick one up for about £140 (and you'll get tons of game as well!)

A game would need to sell over 50,000 copies before a software company would pull its pants down and drink lots of champagne (i.e. consider it a real block-buster)

The average size of an Amiga is 48cm X 24cm, which is, rather spookily, exactly the same length from Matt's elbow to the tip of his fingers. Yes.

Some software companies will tell you that it costs no more to produce a CD game than it does to produce a floppy game, while others will go on about how many months their 3D intros take to create and how much money it takes to develop such 'huge' games. Of course, we don't really believe any of them.

If, for some unfathomable reason, two scientists bothered to drop a bowling ball and an Amiga from the top of the Leaning Tower of Pisa, they'd probably find that both hit the floor at the same time. They'd also probably find that they'd broken their Amiga.

In some cases, a good-selling game isn't necessarily a profitable one. As far as Psygnosis is concerned, even though *Bill's Tomato Game* sold 11,000 units on its first day, its performance never really justified the amount of money pumped into promoting it.

Amiga owners don't have to worry for a while yet. Most of the major software houses have Amiga releases up until May 1995 at least.

If you pulled all of the keys off your Amiga, put them into a bag, and then played Scrabble with them, you wouldn't have much fun. At all.

The average cost of producing a game from start to finish is about £65,000-ish.



The average amount spent on advertising a computer game is about £35,000



An acceptable average for a game to sell these days is between 20 - 25,000 units

Packaging for a game can vary in cost quite dramatically, depending upon the product. Ocean's TFX manual and packaging cost £2.75 a time, while Dennis was a piffling 50p

If you took the word AMIGA, changed one of the 'A's for a 'P', got rid of the other 'A', and then rearranged them all a bit, you'd get the word 'GIMP'. This is quite a funny word, apparently.

Matt would like to thank the following folks for their help and co-operation in compiling this amateurish bodge of a fact sheet: Nick Clarkson at Ocean, Steve McKevitt at Gremlin, Mark Blewitt at Psygnosis, Doug Johns at Virgin, and a number of others who wish to remain anonymous. Matt would also like to say "Bog off!" to all of those who couldn't be bothered to help him. Good luck with the marks for the next game of yours he reviews!

CONNOISSEUR'S COLLECTION

Some games should be part of every Amiga gamesplayer's collection – ah but which are they? Gary Penn thinks he knows, but then our Gaz thinks he knows everything. Stand by to lose your rags with this irritating know-it-all.

IT'S ...THE EMINENTLY DISAGREEABLE GARY PENN TOP TEN

Split into two distinctly separate bite sized segments for ease of digestion

In seven years of owning an Amiga I have played some right rubbish on it, I can tell you. In the good old days of a night out for two bob with change for chips, gravy the bus home etc, the Amiga was 'treated' to some cack conversions from other machines (Commodore 64 and Atari ST, mainly); then, somewhere in the middle, we saw a glut of cack arcade conversions, and today... nothing's changed much: we get cack conversions of unremarkable PC compatible stuff spread over too many disks instead.

Sigh. If only developers had concentrated on creating simple but entertaining single-disk software at a reasonable price rather than expensive and glossy but vacuous multidisk 'extravaganzas'... it might have made some difference to the state of play today. I reckon that strong concepts, well-executed that don't abuse the machine will endure, but, sadly, there simply aren't enough durable releases available for any Amiga.

One of the biggest disappointments with the Amiga over the years (apart from Commodore continually remodelling it) is that more wasn't made of the two-button joystick and the four-way adapter at an earlier stage. If Commodore had bundled the Amiga with even a reasonable two-button joystick from the beginning I reckon it would have made a small but significant difference.

The Amiga being the only widely available multiplayer machine would have helped, too. *Gauntlet II* was the first simultaneous four-player Amiga release I can remember, and Dynablaster is the most recent — but that's about yer lot.

But we can't turn back the clock — and anyway, it wasn't all doom and gloom. It's time to take a brief but affectionate look back at the good times — and some of the software that makes the Amiga worth owning. It'd take weeks (and at least a couple of issues) to even skim over the history of Amiga entertainment, so don't get snotty if something's missing from this brief stroll down memory lane.

Forget all those big, fat adventures, RPGs and simulations — they can prove stimulating in the short-term, but if the over-elaborate controls or the disk swapping or the getting bogged down in some clumsy linear storyline doesn't put you off, completing them will.

No, what I like is stuff that I can come back to in, say, five years or so and pick up and play and enjoy. Even so, I reckon £25 notes is still too much to pay; my advice is, if you aren't fashion-conscious and can afford to wait for the budget or compilation re-releases, you should — now that publishers are more interested in tomorrow's technology, the next couple of years will see an abundance of bargain back catalogue releases. Old favourites from 1987 onwards include *Buggy Boy* (fun little racer, that), *Ikari Warriors*, *Barbarian*, *Kick Off* and *Speedball*.

The rotating tower business in the *Nebulus* conversion was no less quirky than on the Commodore 64, but it lacked stamina (and it's a pity John Phillips' *Scavenger*, complete with its neat shadow effect, was ditched); the ghost 'n' host concept in *Paradroid* is smart but the Amiga version is cobblers; *Tetris* is class — but not the original Amiga version, nor indeed most of the 'tributes' (that said, the alternative puzzlers *Gem-X*, *Loopz*, *Atomino*, *Puzznic*, *Plotting* and *Klax* are all worth a look, as well as some of the PD clones which easily improve over the 'official' version); Archer's *Snooker* and *Pool* are worth a mention for how they looked more than anything — however, the icon-driven interface isn't as immediate as I'd like. Archer's *IK+*, on the other hand, is still the only decent beat-'em-up on the Amiga. (Ahem... wot no *Elfmania* Gaz? — Simon.).

Geoff Crammond's Stunt *Car Racer* has a great feel, but loses its appeal after a while (when you fall off the track, the race is as good as lost, and that's annoying) — and as for his *Formula One Grand Prix*... look, it's just another racing simulation (only injected with a typically huge dose of MicroProse 'fat' cells).

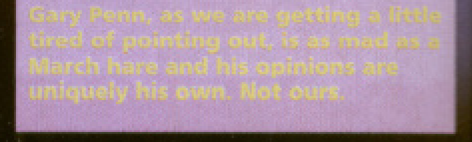
David Braben's *Virus* has some solid ideas (reminiscent of *Defender*) but it takes far too much effort to play. And as for all those allegedly decent Amiga versions of *Defender* (most disappointing of all had to be Jeff Minter's official conversions for Arc)... believe you me, they don't play anything like the original (the widely unavailable *Datastorm* is a fair substitute). *Hybris*, *Battle Squadron*, *Quartz*, *Silkworm* (and its 'sequel' *SWIV*) were all reasonable mindless blasters, too.

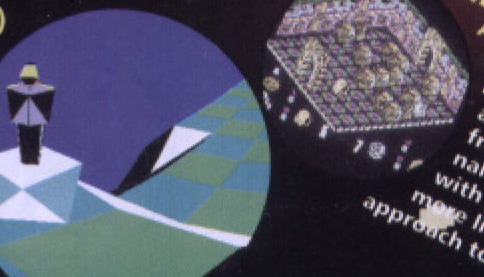
Competent conversions from arcade to Amiga include the platformers *New Zealand Story* and *Toki*, and (if you can find it) the almost arcade-perfect *Arkanoid* (the sequel smells of fish). Readysoft's multidisk conversions of the tedious *Dragon's Lair* and *Space Ace* series sold better than anyone expected (if you were sad enough to buy one of them, shame on you). Delphine's *Another World* was only marginally more interactive than *Dragon's Lair* but the polygon-style system used to drive it has potential yet to be fulfilled. The use of polygons as seen in Graftgold's *Simulcra* also had possibilities, but the game simply lacked oomph.

US Gold's *E-Motion*, Storm's conversion of *Rodland*, Graftgold's conversion of *Super Off-Road* (for Virgin), Hudsonsoft's *BC Kid*, Broderbund's *Prince Of Persia* and *Typhoon Thompson*, and Core's *Rick Dangerous* had their moments (but not enough of them). *Zool*, however, never had anything going for it, unimaginative pap that it is.

And let's never forget that Bullfrog made its name with *Populous* on the Amiga, as did DMA with *Lemmings*. There are some nice ideas buried in both games, but this ethereal control stuff leaves me cold (the same is true of *Carrier Command*, *Dungeon Master*, *Sim City* and *Cannon Fodder*).

Oh, and some software bimbo called *Shadow Of Beast* somehow managed to set the world on fire under the pretence of showing what the Amiga could do. But if that was true I'd have chucked it in years ago.





THE SENTINEL (Firebird)

Availability: Slim (but it must be due for a budget or compilation re-release soon)
Price: N/A

The map function's a waste of time and, yes, it's a conversion from Geoff Crammond's Commodore 64 release of 1987, but *The Sentinel*'s originality and playability is still as fresh as a cliche. Even though it's not complex, it's a bugger to explain so I won't (something akin to a screwy 'King Of The Castle' will have to do). Get a copy if you can, get into it and get off on it. Go on, we won't tell.

HEAD OVER HEELS (Ocean)

Availability: Good
Price: £7.99 (Hit Squad)

Not an original Amiga game, true, but a classy arcade adventure converted with a fair degree of competence from Jon Ritman and Bernie Drummond's Spectrum original. It's a sad reflection of a marketplace more concerned with the way a game is perceived than it plays that the more linear (and disk intensive), less substantial LucasArts' approach to adventuring proved more popular.

FAR-OUT FUN FOR ONE

Even the most dire multiplayer game is a laugh. But when it comes to electronic satisfaction, the following can't be beat (oh dear). Perhaps the saddest thing about this list (or maybe it's me) is the lack of originality (most are conversions from older machines), but, that aside, the reasons for the choices are clear: each game was built on a simple, novel idea that was representative of the medium's potential, and was focused and executed well enough to make it playable (and as an added bonus most involve little or no disk swapping or accessing).

ASTEROIDS (Public Domain)

Availability: Everywhere
Price: N/A

A top-notch version. So it looks dated (stylish I call it) — but 14 years since its release in the arcades, it's still one of the most intense blasters around. There are many other decent versions of old favourites lying around (most of them showing their age) — if you can be bothered to look for them.

WIZKID (Ocean)

Availability: Good
Price: £12.99 (Hit Squad)

Not the most durable of the titles listed here, mainly because more wasn't made of the inventive head-butting interaction with platforms (the 'adventure' side is titter-some at times but it seems out of place), but *Wizkid* was almost brilliant nonetheless. Sadly, its predecessor, *Wizball*, didn't transfer too well to the Amiga - it lacked the 'solidity' of the Commodore 64 original - but sadder still is that Wizkid never reached the audience it deserved. And there's a quite decent version of Asteroids to play at the end, too.

SENSIBLE SOCCER (Renegade)

Availability: Very good
Price: £25.99

I reckon there's more to be done with footy simulations, and I also reckon *Kick Off* had the most potential (but it was never quite realised). Sensible's unabashed tribute to Kick Off (and Association Football itself, of course) is the more accomplished of the two. Unless you can pick up Sensible Soccer at a budget price, it's probably wiser to wait for World Of Soccer.

MARVELLOUS MULTIPLAYER MIRTH

I don't know anyone who can be bothered to link two machines together to play some of the multi-player stuff around, so the following are for one Amiga and two or more players simultaneously.



RAINBOW ISLANDS (Taito/Ocean)

Availability: Good
Price: £7.99 (Hit Squad)

Bubble Bobble's actually the better game, but Software Creations' Amiga conversion was distinctly average (predictably, the two-player mode's a laugh, though). The Parasol Stars conversion's marginally superior than Rainbow Islands, but the game's not so hot. Somewhere in the middle, then, we find the second in the Rainbow Trilogy — not an original Amiga game, sure, but Graftgold's conversion is one of the more playable. The biggest problem with Rainbow Islands is that there's not enough of it, so you never get to fully appreciate its dozens of features. Even so, the Rainbow Trilogy is a must for serious software collectors. The misleadingly-named Rainbow Collection features Rainbow Islands, Bubble Bobble and the jolly New Zealand Story for a bargainous £19.99.

PINBALL FANTASIES (21st Century Entertainment)

Availability: Very good
Price: £30.99 (With Pinball Dreams)

Dreams is a tad dreary and Illusions (with a multiball feature — at last) has yet to materialise. And, despite the fact that the ball in Pinball Fantasies isn't anything like a real pintable's, two of the four tables here (Partyland and Stones And Bones) are a right laugh. Best of all, Dreams and Fantasies come in a double pack representing fair VFM.

EXILE (Audiogenic)

Availability: Good
Price: £25.99

Written by Jeremy Smith, Peter Irvin and William Reeve. It would have taken more than seatbelts to prevent this looking like a bad road accident, and its lack of focus on control and structure often leaves plenty to be desired, but the level of interaction in Exile is higher than all those so-called interactive movies and adventures put together. Along with *Head Over Heels*, *Exile* illustrates the potential of true arcade adventures. If I had an ounce of sense in my fat head I'd strip *Exile* of its principles and make a man of it.

LLAMATRON (Shareware)

Availability: Good
Price: £5.00

So it's not a particularly brilliant version of Robotron (bloody stupid llamas and all) and it's not even quite as good as the (ahem) Atari ST version of *Llamatron*. But it is cheap, has lots of death, destruction, din and dots flying around, and it was hard to think of anything more 'rounded' than this.

DYNABLASTER (Hudsonsoft/UbiSoft)

Availability: Slim
Price: £30.99

Its beauty is its simplicity: anyone can pick up a joystick and play — even people who reckon they hate computer games can't resist it. As far as playability goes, Dynablaster has it by the cliche-load — but only in multiplayer mode (the single-player game's a rather dreary, underdeveloped affair) — and this Amiga conversion is, to all intents and purposes, indistinguishable from the PC Engine original (the disk loading is the only minor gripe — oh, and the price, even though a four-way adapter does come with it). Fork out for a copy of Dynablaster and find four mates, four joysticks and a four-pack and have a formidable blast.

WHINGEIN' PENN

Gary Penn says he's not bitter. Fiddlesticks! We say he's as sour and vinegary as a soggy bag of chips without any of those rather crucial peeled and then thickly-sliced tubers. And as bitter as a sad old man with a mouthful of lemons in his gob.

Amiga owners have never had it so good — and so bad at the same time. It's typical: as soon as programmers start getting to grips with the hardware, the software publishers stop supporting it in favour of other, more lucrative formats (some developers are making small fortunes from the consoles at the moment).

Of course, software for the Amiga doesn't sell as well as it did: publishers don't release as much of it now and what they used to release wasn't of a sufficient quality to convince punters to stay with the Amiga, so many of them move on. It's not surprising people buy consoles when the software is considerably more playable than the me-too muck thrown at our fave computer. Amigas have plenty of life — but only with original software that cannot be played on any other format. Sadly, now it's all too late.

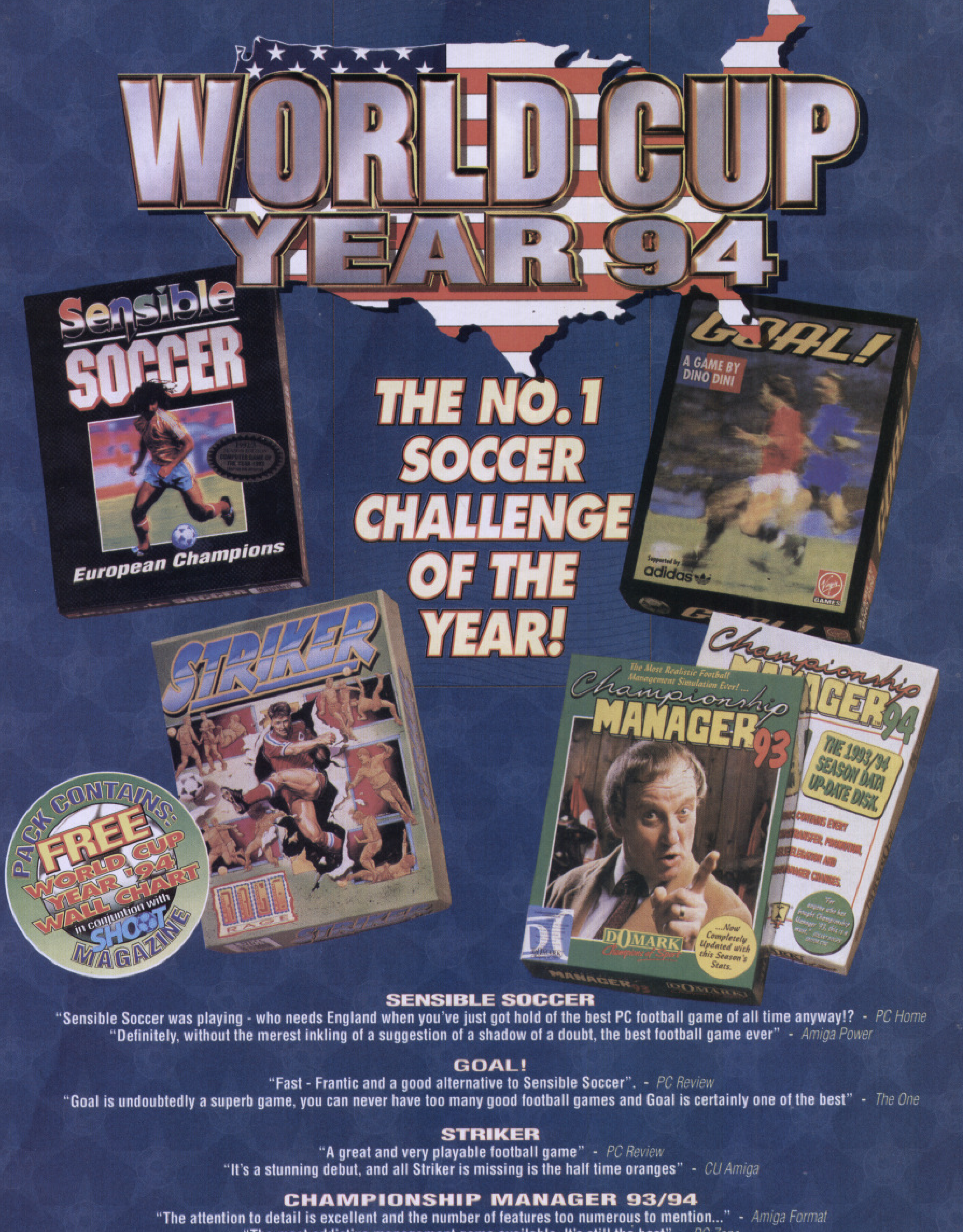
To be honest, anyone with an A500 had better make the most of what they have, because there's precious little worth saving up for beyond the Autumn. Even the A1200's having a hard time of it. That keyboard-less version with a built-in CD drive is getting more attention, but for how long? You want more decent Amiga games? You'd better learn how to program then, and show these unimaginative b'stards how it should be done. And why not? You have the potential to run art and animation packages and therefore the opportunity to experiment with ideas. Sure, you may not come up with fancy stuff (forget rendered and digitised imagery — they have little to do with interaction), but at least you can toy with interactive concepts. Even using a pencil and paper and some of the more established formulae is a start. I may be a whingeing old git, but for good reason: I want to be able to play some decent, fun games — not oh-so-clever, limited, disk-intensive interactive entertainment. Perhaps it's time I shut up and started practising what I'm preaching. Or shut up, at least.

It's a real pooh that most of you can't afford to hang on to the old technology to move with the times (I'm lucky — when I get bored with most of the glossy pap available for the Amiga, I can still play some of the more entertaining stuff on, say, the Spectrum or Commodore 64). Mega Drive owners will be able to boost their machines later this year with a (fairly) inexpensive hardware add-on (and at least they can still play some of their old favourites, too). But with a bog-standard A500, what can you do? Buy memory expansions, sure — but it's impractical (impossible even) to transform it into an A1200 or CD32, and that's where most of the new Amiga software's going.

Of course reminiscence ain't what it used to be, but there's got to be more to the computer entertainment medium than glossier retellings of past glories. I really don't know what happened: one minute there was a handful of original, fun games I enjoyed playing and progress seemed to be being made — the next: nothing. The number of publishers releasing games for the old Amiga will be almost insignificant by the end of this year. I suppose there's always plenty of Public Domain and Shareware stuff around, but most people find it inconvenient to acquire.

It'd be great if a small band of talented, contented individuals were producing some interesting Amiga stuff in the years to come (yeah, right), but it won't happen. Everyone seems to be hung up on the 'exciting' potential of tomorrow instead of coming up with new game ideas for today. Quelle bummer, eh?

•Thankfully, Gary Penn's opinions are his own and not necessarily those of The One. The Amiga has plenty of life left in it. Probably.


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"Sensible Soccer was playing - who needs England when you've just got hold of the best PC football game of all time anyway!? - PC Home
"Definitely, without the merest inkling of a suggestion of a shadow of a doubt, the best football game ever" - Amiga Power
GOAL!
"Fast - Frantic and a good alternative to Sensible Soccer". - PC Review
"Goal is undoubtedly a superb game, you can never have too many good football games and Goal is certainly one of the best" - The One
STRIKER
"A great and very playable football game" - PC Review
"It's a stunning debut, and all Striker is missing is the half time oranges" - CU Amiga
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WORK IN PROGRESS

Matt couldn't kid himself any longer — it really was the end of an era. With the WiP intros having gradually been reduced — not to mention having to get passed the 'enthusiastic' new Production Editor — there really was no way for the lad to be amusing any more. Looking back over the year, happy memories of 'Free sex', 'Alien birth' and 'Plane crashes' overwhelmed the young man to the point of tears. And so, closing his 'funny box' for the last time, Matt made for the door. This would be the last ever irrelevant WiP intro. And, of course, it was. Goodbye.



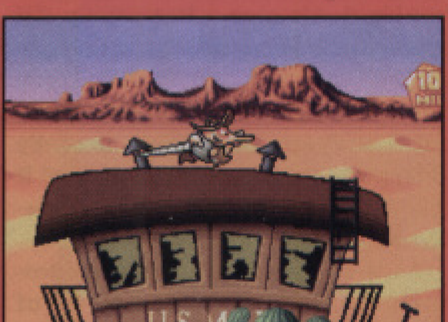


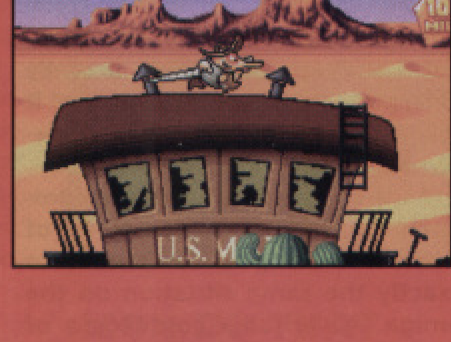
FIFA SOCCER....40

Andy Nuttall, a man envied by several homeless people, once again thrusts his razor-like wit down the trousers of some of the country's top programmers, as he reports on what people are already calling "A good football game." Of course, we take no responsibility for the poor quality of the writing, but at least there should be some quite good pictures.

KID VICIOUS.... 44

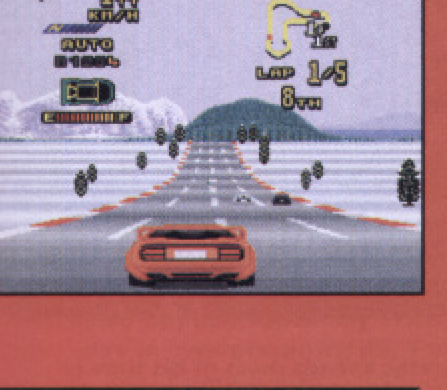
When we asked Matt Broughton who he thought would be best suited to Ocean's *Kid Vicious* WiP, he punched everyone in the face and kicked Simon's shins very hard indeed. Then — and only then — did it occur to us that until a game called 'Kid Git' appeared, he would be the only one for the job. It's got platforms, it's got violence, and now it's got Matt. Poor game.





TOP GEAR 2.... 46

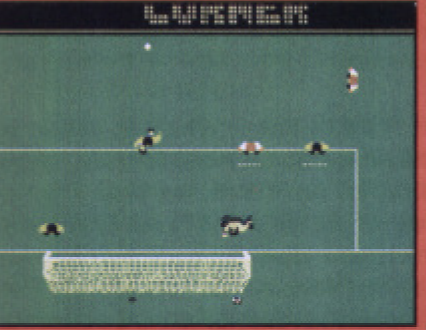
It's traditional that every few months or so, Simon suddenly announces that he's going to buy a car. Of course, being Editor of Britain's smallest and possibly most unpopular games magazine is a time-consuming affair and, as such, Mr Byron is still vehicularly challenged. Who better, then, to put behind the wheel of another imaginary car, as we look at Gremlin's latest racing game? No-one, that's who.





BRUTAL SPORTS WILD CUP SOCCER....48

There's nothing we like better here at *The One* offices than to kick the crap out of Andy Nuttall for no apparent reason (not that you need one when you work with someone as annoying as Andy), so it seemed only fair to allow the softly-minted gimp to let off some steam of his own. As if by magic, what should arrive in the office, but Millennium's second Brutal Sports offering — *Wild Cup*. And so, like the mates we are, we allowed him regain consciousness and then shoved the disks in his mouth. What a lucky chap he truly is.



SOCCER STARS
PSYCHO PINBALL
SOCCER SUPERSTARS..... 48

Looking distinctly 'back down to three again', Matt Broughton peels back the layers of fat protecting some of the more succulent cuts, and inserts his scalpel where you wouldn't want to know. All of this meaningless babble basically says that it's Mini WiP time again, and would you like some sausages to go with your chips? Exactly.



FIFA FO FUM

Can we stand any more? After a long hard season, could it not be said that our soccer stars play far too many games? Is this why we missed out on the World Cup? 'Nah, we was just crap', claims Football Crazy Andy Nuttall — and after all he should know.

Football's a relatively new game (compared to, say, chess, or kiss-chase), but love it or hate it, footy is the world's most popular sport. Of course, the millions who love it are faced by even more millions (particularly in the USA where 'shooting people' and tiddlywinks are marginally more popular than The Beautiful Game) who frankly don't give a bat's willy. TV hype surrounding domestic competitions and the World Cup only reflects the popularity of the sport, but handbags of people (usually girls, pun intended) complain that it seems like football is on the goggle-box all the time. Well bog 'em.

As if to prove how closely computer games follow other forms of 'entertainment', we're treated to exactly the same situation on the Amiga. A veritable cornucopia of footy games (okay, 50ish) is arrayed winsomely on the shelves at Smith's, like a coachload of Leeds fans mooning cheerfully at passing motorists.

Ah, you say, but will people buy all these games. Well, history suggests that they will: no matter how many footy games are released, there still seems to be a large section of the Amiga-owning public who will buy another one (or two, or three).

This then, is exactly what Electronic Arts is hoping will happen with the release of its ground-breaking *FIFA International Soccer*, a game which topped the console charts for months late last year.

On the consoles, *FIFA* received huge critical acclaim, an obvious pointer to the game's success? Not really. On the Amiga, the competition to produce the best footy game (ever?) is a lot greater, so what's the Amiga version going to be like? "It will be exactly the same as on the consoles," says Nick Goldsworthy, EA's Assistant Producer. "The programmers have done a grand task to fit FIFA onto a 1Mb Amiga 500. There won't be a specific A1200 or CD32 version, but if your Amiga has over 1Mb of memory FIFA will detect it and enable more player animations."

PROJECT: FIFA International Soccer
PUBLISHER: Electronic Arts
DEVELOPER: Visual Sciences: David Cowan (Programming); Geoff Gunning, Mark Ireland (Graphics); Anthony Putson (Music). EA: Kevin Buckner (producer); Nick Goldsworthy (Assistant Producer).
INITIATED: January 1994
RELEASE: June 1994

ONE-BUTTON WONDER

One of the more difficult tasks, apparently, was redesigning the control system to cope with one-button joysticks, instead of the console's joypads. "It will need a combination of short and long button presses," reckons Nick. "We've found it difficult to design, simply because of the number of different moves featured in the game. There are overhead kicks, diving headers, chest controls, banana kicks, back heels... you name it, basically."

With large player sprites, realistic 3D views and lifelike sound effects, FIFA caters for the people who want realism. "Sensi Soccer was undoubtedly great as far as gameplay goes, but it wasn't so hot on the graphic front. We didn't like the overhead view much, but that's because we like to make games look as realistic as possible.

"I don't know whether you saw the promotional video for FIFA," says Nick. Er, no. "Well, we took the rip out of Sensi a bit, and had their overhead view with a bloke's voice saying 'No way!' or something. The graphics in Amiga *FIFA* are amazing,



Of course, we're not going to see England play the USA in the World Cup, because one team qualified by default, and one didn't. However, like every footy game worth its salt to be released in the next month or so (and some that aren't worth anything, mind), you have the option in *FIFA* to select England.



The headless (in this shot, at least) referee spends most of his time on-screen, getting into position to see the action as a 'proper' ref would. "The ref works very well," enthuses Nick. "He keeps out of your way, and he runs around and generally, er, looks realistic." Wise words, mate...



FIFA on the consoles features a Canadian commentator called Ron Barr. Thankfully he's been replaced on the Amiga by somebody closer to home. "It's actually a Marketing Director here called Tom," says Nick. What, no John Motson? "Well, he looked a bit more 'Gillette' than the other guy [more product placement?]. Nobody knows who the hell Ron Barr is over here, anyway."

I don't know which teams are playing here, but I'll bet that the reds must be Swindon. Which other team would employ a goalie who falls asleep in his goal? Either that or EA's having a laugh at our expense. Incidentally, when your controlled player (marked with a star) runs off-screen, a nice little coloured arrow points helpfully in his direction

especially when you consider that the programmers knocked it up so quickly. At the moment, the guys are busy getting it up to speed, because when we first got it running it was tediously slow."

SOFA, SO GOOD

FIFA's programmers and designers researched the game well, by playing every Amiga footy game they could get their hands on. "It was just for research purposes, I promise," laughs Nick. Their two favourites, and perhaps those which influenced the *FIFA* game the most, are an unusual combination: "The classic games which inspired us were *Sensible Soccer* [surprise, surprise — Andy], which has great addictive appeal, especially when you play in two-player mode. The other was Commodore's ancient *International Soccer* on the Commodore 64. That was a gem, and excellent for its time.

"We combined everything we saw on other footy games, plus many more of our own enhancements such as animated crowds which follow the action — loads of digitised cheers, boos, applause and chants. On the graphics side, *FIFA* *International Soccer* features lifelike player animations, with over 2,000 frames of animation."

> **"The classic games which inspired us were Sensible Soccer, and Commodore's International Soccer on the C64"**
>
> **Nick Goldsworthy, Assistant Producer FIFA**

To fit in with the World Cup theme — after all, it would be suicidal not to at this time of year — EA has included enough teams, playing styles and actual players to match any game on the market. "There won't really be any bias towards the World Cup in *FIFA*, though," he says. "Yes, it's coming out just before it, of course, but we're not going out of our way to flash 'Full World Cup Teams' or anything. I suppose you could think of it like that, because they are all in there, but we reckon that *FIFA* has made a name for itself and will sell on that strength alone."

To strengthen that er... strength, so to speak, an area which EA is currently exploring is product placement. This is the concept of putting product names in games to advertise related goods. "We've managed to get a few sponsors in for the Amiga game," says Nick. "Companies like Panasonic and Adidas will all have their graphics in there, which is something that didn't happen with the console versions. We've only just thought of it, to be honest, and it's going into the PC one as well."

Apparently, this is something we're likely to see in almost all EA games in the future: "We've even got one in *Theme Park*," he says. "The people in the intro animation are sitting on the Midland Bank sofa. These companies see EA as a major developer, you see, and occasionally they come to us and ask us about a deal; although we now go out and look for one as well."

BACK TO BASICS

One of the original briefs of the *FIFA Soccer* design was to make it simple to play. So many footy games which are released nowadays are difficult to play at first — even Sensible — and so tend to put some gamers off. Because of that, *FIFA* was made easy from the outset: "I like to think that people can just pick it up and play," says Nick. "Some of the extra moves are difficult to master, but from the outset people should find just moving around and kicking the ball pretty intuitive. It can be played that way, on the most basic level, but then as you get better at it you should hopefully pick up the other combination moves naturally. At least, that's the plan!" he laughs.

Because it's easy to control, though, does Nick not feel that hardened players might want a more difficult — and perhaps therefore flexible — method of control? "I think that the more formidable teams such as Germany and Holland will offer new challenges. That's not just PR-speak; I just mean that when you're playing the more, ah, basic teams, you tend not to use some of the more complex moves anyway. So, they're better for beginners, and if you play it then keep Germany until last! In a tournament that happens anyway, of course."

As with *Desert Strike*, EA is to include an option to use the Sega joy-



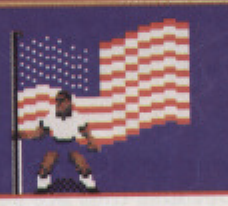




ICON DO THAT

Because *FIFA* was developed on the consoles, you tend to find that anything that can be illustrated is illustrated, and text is kept to a minimum. Which is how it should be, some might say. *FIFA*'s setup options are really simple to follow, because each selection is accompanied by a good diagram showing you what's going on.

There are three main options to govern what your team looks like on the field. Formation is the position of each player; midfielders, defenders, strikers; Strategy tells the Amiga which type of, er, strategy your team should play — All-out attack, All-out defend, and other things in the middle. Formation is the most interesting, enabling you to dictate how much of the field each member of the squad should cover. Pretty damn useful, eh?



There are several modes of play in *FIFA*, including Arcade and Simulation modes. With Simulation mode the players get tired as in real-life, and you need to substitute them. In Arcade this doesn't matter, because each player is as fresh as a daisy at the end of a game. "Also, you can select computer goalies or control them yourself. But if you play it like I do, you tend to find that you let in a silly number of goals," says Nick, laughing.

pad with *FIFA*, so you can make use of the extra buttons. "Obviously not many Amiga owners have access to joypads, but we got a good response from *Desert Strike*. We thought of using the space bar to select players, but nobody really likes using the keyboard during a game."

Although it hasn't released much lately, EA Sports is certainly no stranger to the Amiga. Veteran gamers, and indeed budget-buyers, will probably recognise the names *PGA Tour Golf* and *John Madden's Football*, two all-time classic sports sims which people drone on about in the pub today. Is EA conscious that every game has to be a classic from now on, to prolong the series? Does it, in short, feel the pressure? "With all the different format markets, you have to have a really top-quality product in order for it to do well," Nick tells us.

"Games with a big licence sell in great numbers, but for classic sales you need a classic game," he continues. "With *John Madden* we tried to put in as many little touches as we could to make it more realistic, and our playtesters still really love playing it. The *PGA* team did *Desert Strike* as well, and if you compare those games with the Sega titles you find they're quite different — even though the main game is essentially the same.

"We are conscious that with all the footy games currently around on the Amiga, we've really got to work hard to make *FIFA* stand out from the rest. We're lucky in that there's a bunch of good people working on it, who are very interested in the game and they want their baby to succeed."

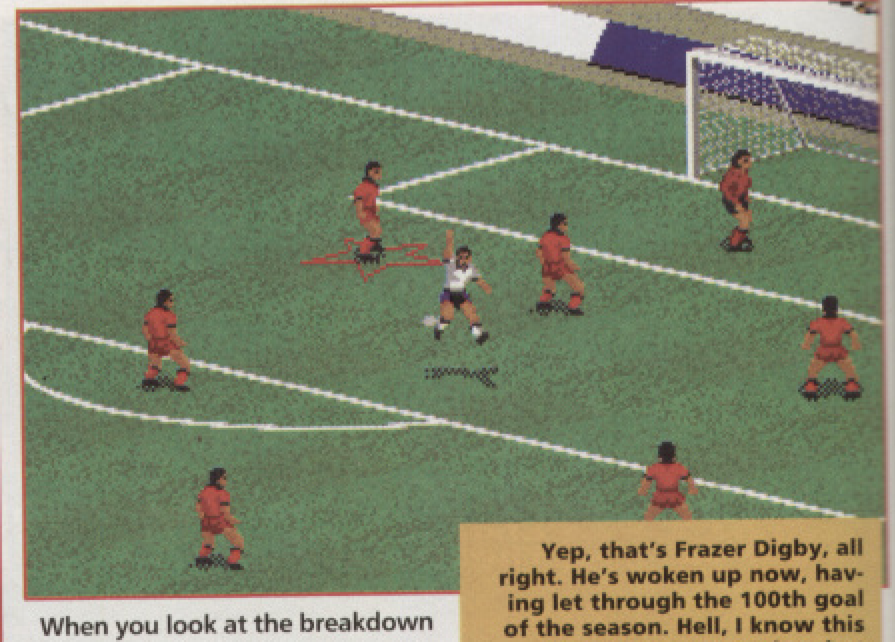
READY TO PULL OUT?

"Sega and SNES sales of *FIFA* will soon total over a million copies worldwide," Nick says complacently. A million copies: that's like, four times the total sales of *Sensible Soccer* on the computer formats; and a hundred times the average sales of a computer game. Naturally, with sales of that magnitude they're expecting great things of the Amiga version.

"*Syndicate* and *Desert Strike* were EA's latest big hits on the Amiga, of course,"' Nick enthuses. "They proved that the Amiga can still make it with cool graphics, sound and very playable games. With the success of *FIFA* on the consoles I'm sure that Amiga *FIFA* will exceed our expectations."

Not bad, coming from a company which, just a year ago, were ready to pull out of the Amiga market because of apparently dwindling sales. So what's changed?

"Well, we're not too sure what to do with the Amiga conversions from now on, to be honest. We've been slowing down on the Amiga for a year or so, but we've got a few titles coming out yet. It mainly has to do with the sales of Amiga FIFA — if that does well, then obviously we'll look to develop further EA Sports titles on the Amiga as well. It's not only Amiga sales that are dwindling, mind; sales on every machine aren't as good as they used to be, consoles included. Taken as a worldwide issue, the PC is taking off much faster than anything else; and that's why we're concentrating on that."



Yep, that's Frazer Digby, all right. He's woken up now, having let through the 100th goal of the season. Hell, I know this is a pre-release version, but surely a lone striker breaking through six defenders and scoring has got to be unusual. Maybe the balance will be a bit better in the final game.

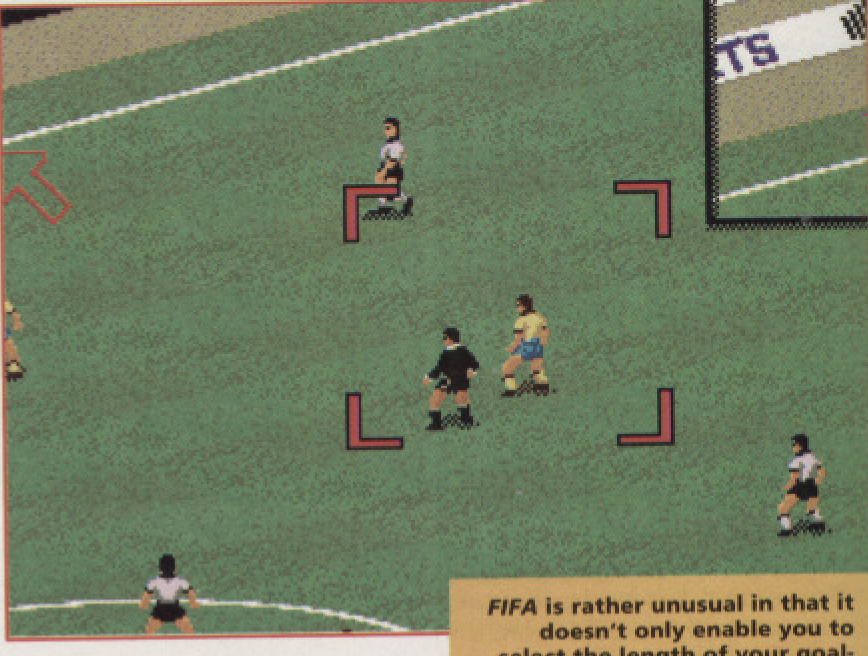
When you look at the breakdown of the latest UK sales figures, though, you can see that Amiga sales account for double that of PC. And even CD32 weighs in significantly higher than PC CD-ROM. Doesn't that make a difference in the UK market? "I think that's partly because most of the games which are coming out on the Amiga now are very strong titles, and so obviously they're going to sell a lot more."

TRUE WORK OF ART

"We're uncertain at this stage what the next EA Sports release will be, after *FIFA Soccer*," Nick admits. "EA Hockey would be an obvious choice — I'm surprised that it hasn't come out so far. If *FIFA* does well, then the chances are we'll release *FIFA 2*, which is a likely console release soon. That will have much more moves, you can put your names in, there are better leagues... er, it may even have some management bits. That's all to be announced, though, because we haven't actually decided anything firm.

"Electronic Arts is releasing other new Amiga products this year, though, including *Theme Park* from Bullfrog and *Deluxe Paint 5* from our American HQ. It partly depends on whether a game can physically be converted or not. Converting something like Bullfrog's *Magic Carpet* or *Creation* to the standard Amiga would be very difficult — impossible, even — but *Theme Park* was okay so they are doing that.

"We've got some other stuff as well. There's a *Warhammer* licence, which is like a racing game, coming out on the Amiga shortly. So, if a game can be converted quickly and painlessly, then the chances are it will appear on the Amiga." And if that means that any of EA's recent releases are planned for the Amiga, then we should be in for a few treats yet. Hurrah!



FIFA is rather unusual in that it doesn't only enable you to select the length of your goal-kicks, throw-ins and corners, but also their position relative to the pitch. The large square here is the cursor which you can scroll across the entire field; while the thumbnail in the top right shows the player under your control.



"The angle *FIFA* was designed at," Nick reckons, "makes it easy to see exactly where all of your players are. That way we didn't need to include a radar, something which most people find confusing at best. And even when your controlled player moves off-screen, a little arrow appears to tell you where he is." Thought of everything, it seems. Tsk.



Although it's not strictly a World Cup-based game, you'll find that all the World Cup teams are in there anyway because *FIFA* represents, er, FIFA, football's governing body. As Nick explains: "There are 48 national teams in our game, each with unique playing styles. To add to that, there are over 900 lifelike players each modelled in one of 14 different skill areas." Should be fairly comprehensive, then



Ah, *FIFA* looks so realistic you can almost feel the lump in the back of your throat as your man scores. (Or the lump as one of the away supporters cracks you over the head with a rattle, if you live in a particularly violent household). You'll be glad to know there's none of this cuddling and pile-on nonsense, though — a swift run towards the crowd with his fists clenched is good enough for our fella.



Even though it's pretty easy to control the basic kicking and heading of the ball, after a while you can build-up further skills. And, thankfully, there are plenty of them — some gimmicky, some useful. Here's a guy keeping a ball bouncing on his head, away from the marauding striker. Hey, of course we know it's a difficult thing to do, but you can do it with practice. Honest.

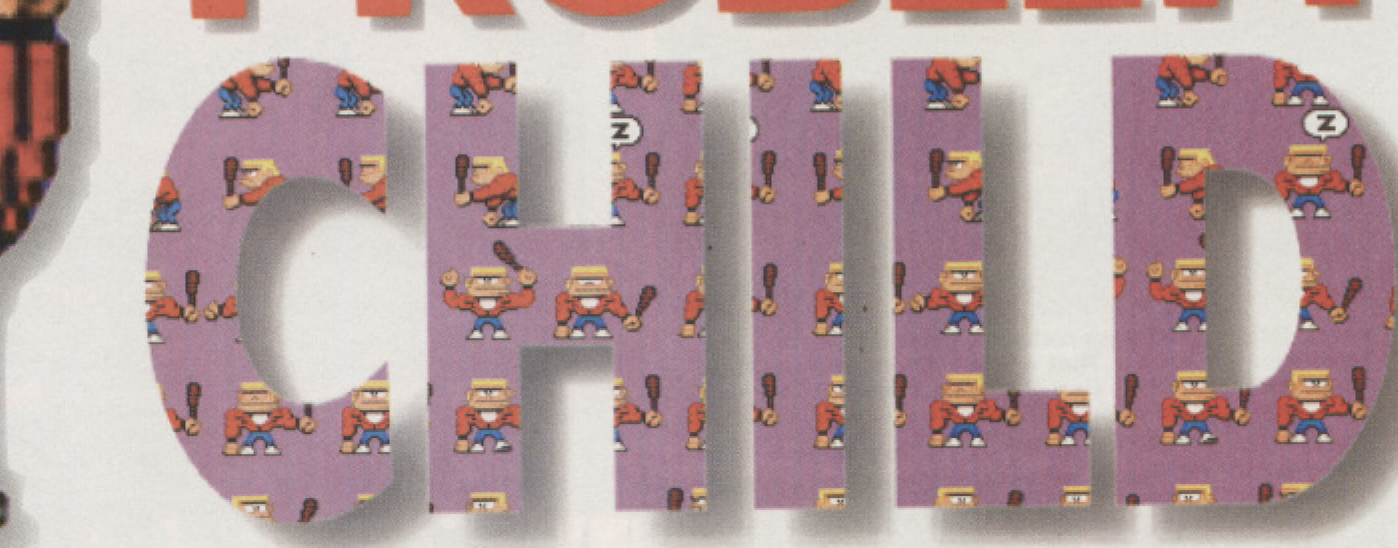


Obviously with a printed screen it's difficult to rustle up any enthusiasm for the animation. Although the sprites do occasionally suffer from the "Michael Jackson effect," (walking and running on the spot) these are probably the most realistic players we've seen yet. Even the net animates, bouncing in and out when it's hit by a ball. Who says *The One* doesn't give you any facts?

YOU'RE NOT SINGING ANYMORE...

All football teams have the unsung heroes; defenders who work hard but are overshadowed by hat-trick-scoring strikers, and back-room boys who get the players ready for their games. On the *FIFA* footy field, though, the unsung heroes have to be the crowd. All through the game they're get up from their seats, wave rattles around, boo, chant — just like a real crowd should. Using a clever effect involving repeating several sections of the crowd, EA has made it look as though each spectator moves individually. Here you can only see a small part, but see if you can spot the same bloke twice. Difficult, isn't it?





PROBLEM CHILD

Matt Broughton witnessed a disturbing scene the other day. While driving through Barking, he came across a group of children standing around a tree, hitting it with steel bars for no apparent reason. Perhaps there is a point to be made about mindless violence in games after all...

Have you ever wondered exactly what the software company PR people do? I realise that a large proportion of their time is spent in the incredibly important activity that we know simply as 'taking us out for some lunch and a beer', but there are only so many times you can get away with that, so what do they do for the rest of the time?

As an example, Nick Clarkson from Ocean came round to show me *Kid Vicious*, but when I asked about the storyline he told me that he had to go back to the office and think it up with 'some friends of his'. Okay, I thought, an intelligent bloke like Nick should be able to come up with something pretty good; let's see what he produces.

Having given Nick some three days to ponder over this awesome task, I called up to see what the final in-depth plot was. Are you ready? Right...

"Er well, what we reckon is that *Kid Vicious* is a sort of caveman who's accidentally been caught up in a sort of vortex thing and now has to get through lots or really strange, er... levels if he ever wants to get home." Right. I see. So what about the fact that your 'caveman' is wearing a shirt and trousers?

"Ah yes. Well the thing is, we reckon that there were probably lots of other things in the vortex as well. Some of which were shirts and trousers." Okay. And Kid is definitely a caveman, yes? "Oh yes. That's why he's got a club."

Hmm. Have you ever wondered exactly what the software company PR people do?

PROJECT: Kid Vicious
PUBLISHER: Ocean
DEVELOPER: Magnetic Fields; Andrew Morris (Design Graphics) Shaun Southern (Programming/FX), Peter Ligget (Testing, FX) Pipe Smoker's Cough (Music) Doug Braisby (Business Side of Things).
INITIATED: August 1991
RELEASE: August 1994




When Kid Vicious isn't busy bashing things with his club (which might I remind you is the only pathetic link to Nick Clarkson's tenuous storyline) he likes to indulge in some spinning japery. By running at speed and pulling down on the joystick, Kid goes into a violent pirouette, trashing anything in his path. Oh look, here in the middle of Toxic Land, he seems to have found a stone pig (who, thankfully, has nothing to do with Bjork).

HIT ME

Well there's only one thing to do in a situation like this, and that's to go straight to the developer. And so, may I introduce you to Andrew Morris, designer and graphic artist from the Magnetic Fields stable. Perhaps he can tell us the idea behind the game...

"We basically wanted to produce a really really good platform game — better than anything that's been around before. We've looked at lots of similar games — which is something we did with racing games when we were writing *Lotus* — and tried to pick the things we liked best, and incorporate them into *Kid Vicious*."

I don't know, but *Kid Vicious* appears at first glance to be fairly standard platform fare, with lots of 'bits' to be collected, creatures to be clubbed, and platforms to be negotiated. So, to be blunt, what does Mag Fields think makes Kid Vicious that bit special?

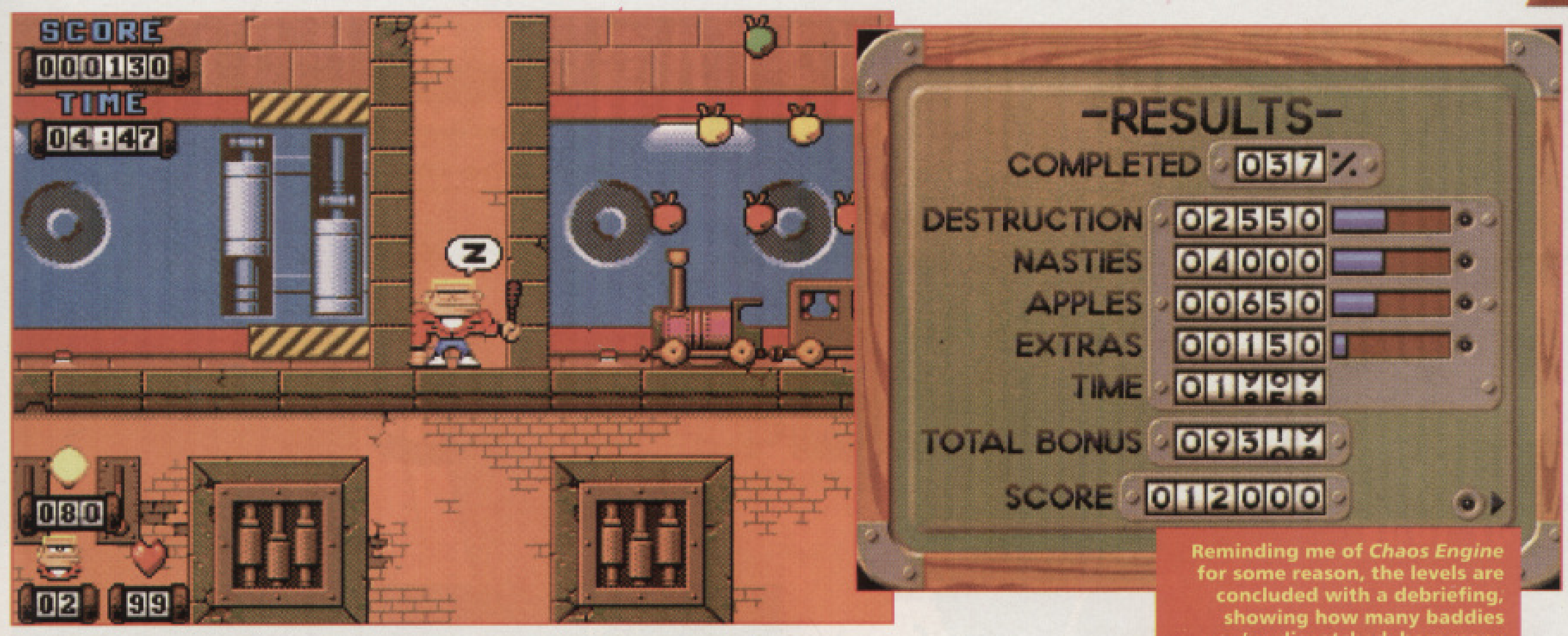
"Well, it's very very fast. I think it's faster than anything else that's been on the Amiga before, and I think that the game is very novel overall. There's also loads of stuff in there. The game's going on four disks, and that's without any flashy intros or anything — it's just four disks of game with a title screen. This is really down to the levels because they're just huge, they're all over 200 screens in size, with each level taking about two weeks to design — and we've been constantly going back to them, tweaking and improving them along the way."

Andrew's not kidding when he says it's fast — it flashes past the screen, complete with (and I don't think I'm wrong here) animated parallax backgrounds. How's that done, then?

"Ah, this is a technical advancement that we're very proud of. No-one has done anything like this before on an ordinary Amiga. We've used all sorts of clever tricks to get the background parallax looking as good as it does. It's very very difficult, and we're very pleased with it". Oh I See. Glad I asked. Hope Andrew wasn't too technical for you there."

LEVEL HEADED

Each level plays in a different way. Some are pure racing where you have to get across the level within a very tight time limit, whereas there



It's a well known fact that programmers take each other's work apart whenever they come across something truly dazzling, and you can bet your mother's bottom that *Kid Vicious'* parallax will be subject to quite a bit of the aforementioned activity once you see it moving. Though it's hard to describe with just a static screen, you have to realise that both the pumps in the foreground (the little brown ones) and the pumps in the background (the big blue ones) are animating. Of course what really impresses is the fact that the blue ones are also 'parallaxing' while they animate. This might not sound incredible, but when you see it, you'll recognise this for the clever tweakery that it truly is.

Reminding me of *Chaos Engine* for some reason, the levels are concluded with a debriefing, showing how many baddies you've dispatched, how many apples you've collected, how many... oh, just look at the screenshot, would you! You're given a target level at the beginning of the level (well you can't have a debriefing without a briefing, can you?) all presented in 'Wooden-frame-O-vision'. Andrew explains: "In some ways this style came to us from *Lotus*, because we always used briefing screens. We've also done something similar in the past with *Super Cars*, so it just appeared in *Kid Vicious* because it's something we've always done."

are others where you've got search for thing like blazes. There are also levels with puzzles, switches, mazes etc. Mag Fields is hoping to get all the levels playing in a different way to improve the longevity. They've also opted to end each level in a less than traditional way, replacing the now familiar 'huge monster banana' with a sub-game.

"We wanted to get away from the 'Big Meanie' at the end of the level" Andrew explains, "we thought that sub-games would be a lot more interesting. There's a *Space Invaders* game, a sort of *Asteroids* affair where rocks fall down on you, there's a *Breakout* game, and there's another shooting game where you have to blow away a platform along the top of the screen while birds shi..., er shoot droppings at you from above."

PROBLEM CHILD II

The main problem with *Kid Vicious'* programming was that the team underestimated how long it would take to write a game like this. "Originally we thought it wouldn't take more than a year, but just designing the levels has taken something like seven or eight months — that's just putting the blocks together, never mind the graphics! We've had someone in testing it since it's been playable, because there's an awful amount to test with something this big and there are so many things that can go wrong. Peter's been playing it for a good nine months now."

> **"We basically wanted a really really good platform game — better than anything that had been around before."**
>
> **Andrew Morris**
> **Magnetic Fields**

Graphically, the game has turned out how Andrew had hoped for (all 5000K of it), with a style not too cute, and not too hard. A1200 and CD32 enhanced versions will follow on shortly, and Andrew hopes that both will be an improvement on the one before (i.e. the A1200 version improves upon the standard, and the CD32 version improves again upon that).

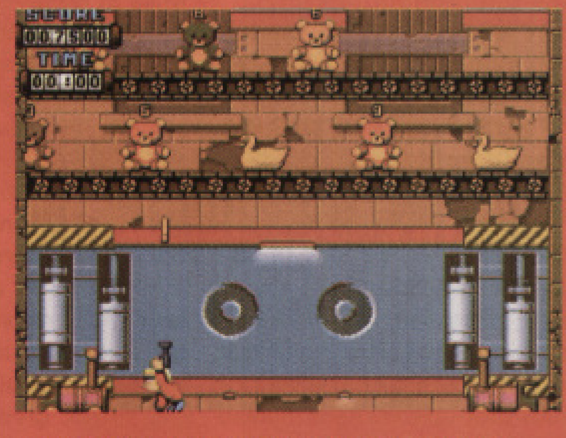
"Basically we'll improve the foreground graphics and make them a lot more colourful. There'll be full speech in the game as well. It'll work a lot quicker, and the CD version will have full CD soundtracks as well." The standard version is scheduled for an August release, but Andrew reckons that there's only about another week's worth of work to be completed now.

"We're just finishing the last levels now — putting scenery in and so on. Other than that, it's finished bar the title screen and a few other bits and pieces."

The game originally featured a sort of fox character and was called 'Kit Vicious', but it was felt that there were too many similarities to a certain hedgehog. Other than that, the design has remained much the same from start to finish.

"It has come out pretty much as I wanted it to. Going back to when we started, this is how I saw it ending."

Having been working on this project for the last two years, Andrew has no plans for a sequel, and intends to take a long, long rest. He's earned it.



Here are just two of the sub-games to be found in *Kid Vicious*, and though not exactly breaking any new ground as far as originality goes, are always welcome in my house if only to break the game play up a bit. The shooting gallery is the last level in the toy factory (and might I once again draw your attention to the gorgeous animating parallax pumps in the background) while the *Space Invaders* appear half way through one of the earlier levels — complete with the original samples. Ah, the pungent smell of nostalgia sweeps through my nostrils...

HARD DRIVING

Buckle-up, dear readers, as the automotively-challenged Simon Byron zooms into the sunset in Gremlin's super-charged AGA road racer. Because he can't afford a real car.

If there's one software company that springs to mind whenever you think about driving games, it's Gremlin. Its phenomenal Lotus trio are still regarded by many as the best of the bunch. Some would go so far as to say that the latest, *Lotus 3*, was all-but perfect and took the genre as far as it is possible to go without actually getting behind the wheel of the real thing. It seems this view is shared by Magnetic Fields, the developer, because it's turned its attentions to the ever-dwindling platform scene with *Kid Vicious* (also previewed this month).

Gremlin, however, thinks there is still some mileage to be squeezed out of the old-fashioned racer — and why not? With games such as *Bump 'n' Burn* and *Lamborghini* still scoring well, it's obvious to all that slick car games sell.

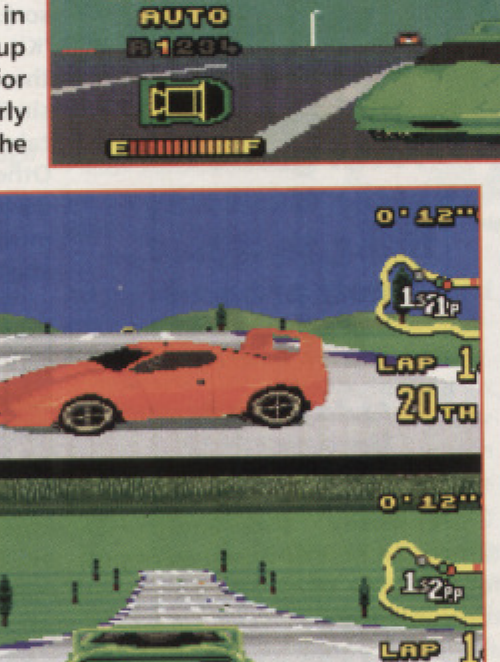
Top Gear 2, then, is a conversion of the similarly-titled SNES game which, one presumes, is the follow-up to Top Gear 1. It's an out-and-out racer with no comic characters or humourous pick-ups, content instead to emulate the adrenaline-pumping speed of an, erm... very fast car. Okay, so I'm crap at car facts but so what? It doesn't make me a girl, does it? Although the fact that I enjoy dressing up Barbie and Sindy might. Anyway...

Mike Chilton is the guy with his head under the bonnet. He's single-handedly taking the code from the Nintendo console, cleaning it up and placing it gently into the Amiga. The A1200 will be the first Commodore machine to be graced with the game, with CD32 and A500 versions following slightly later.

Converting *Top Gear 2* is relatively easy. "I'm having to slightly tweak the code," Mike reveals, "to allow for the fact that the Amiga has a larger screen than the SNES. But apart from that, the game will be identical to the SNES version."

PROJECT: Top Gear 2
PUBLISHER: Gremlin
DEVELOPER: In-house; Mike Chilton (Conversion Programming
INITIATED: October 1993
RELEASE: August 1994

One of the major headaches in writing a driving game is coming up with a 3D routine. Thankfully — for Mike at least — the SNES's was fairly slick and has been winched across the pits in all its glory. "The sprites aren't scaled in real-time," he admits, "so there are hundreds of animation frames stored in memory. As an object moves towards you, it's replaced by a bigger sprite, giving the impression that it's getting larger. It's an old coding trick."



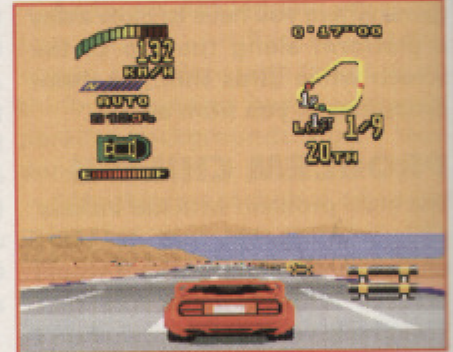
Top Gear 2 is shaping up to be one of the most attractive Amiga racers, if nothing else. Because the game is leading on the A1200, 32bit owners can look forward to the most on-screen colours ever seen in a driving game. "Of course, I'll have to reduce the amount of colours on the A500," shrugs Mike, "in order to keep the speed up."

Ah yes; speed. The one thing which will make or break a driving game. It doesn't matter a jot if a racer looks as attractive as Elizabeth Hurley in That Dress — if it plays like a dog then no-one's going to be the slightest bit interested.

"It's currently running in three frames," Mike reveals. If, like me, you are a bit of a layman when it comes to technical terms, let me explain further. On an English TV set, the screen updates 50 times a second, so a game running at 'one frame' will update 50 times a second. *Top Gear 2* currently updates every third frame out of 50, or just under 17 times a second. Which is quite fast.

Top Gear 2 will feature 64 tracks across 16 countries, along with all the usual weather effects we've come to know and love. But you'll need a keen brain as well as fast reactions in order to succeed, as each course requires a different car set-up. You'll need to experiment with tyres, engines and gearboxes in order to achieve the perfect combination.





Does this sound like your cup of tea? Well, you'll be able to see whether it's ours when we road-test *Top Gear 2* next month.



BRUTE FORCE

Damn! We're all out of the World Cup. Mind you Millennium has an interesting suggestion. Why not relive the qualifiers, but this time arm the teams with guns, knives and stuff? Hey, eat lead, Koeman you cheating piece of Gouda! Allegedly. Over to John Andy Nuttall Motson.

Thanks Des. We rejoin the action as England line up for a free-kick, just inside the half-way line. Ince steps up to the ball. He takes it long; and Platty's making one of his surging runs into the box... Oh, and his head's come off! Neville Southall, the Welsh keeper, has punched David Platt's head clean off! There's pandemonium here now... The enraged England players are pulling out their shooters, Rushie's got a Sherman Tank! And now there can only be one outcome...

BBC2's *Goal TV* was on the telly this evening and I had chance to watch (again) the disgraceful "football" match between Chile and Italy in the 1962 World Cup. If you think my opening paragraph was ridiculous (no, not ridiculous, Andy, simply unfunny— Simon.), then I urge you to watch the '62 game — suddenly it becomes believable. Player's legs chopped out from under them at all angles by obscenely wayward tackles; fisticuffs, petty scrabbles, handbags at dawn; and for the coup de grace a high tackle of such crazy altitude that the offender's studs made contact with the back of his opponent's head, knocking him out cold. I kid you not.

If this sounds interesting (you sick, sick people) and if you missed *Goal TV* then maybe you should take a look at the next in Millennium's Brutal Sports series: *Wild Cup Soccer*. It's just like any other soccer game: 11 players a side trying to boot the ball into each others' net. The difference here, as *Brutal Sports Football* fans will already know, is that your players have the perfect right; nay, the obligation, to punch, kick, maim and kill as many of the opposing team as possible. Nice.

The management options are as normal; and player trading is commonplace. In the Brutal world, though, the team manager also has to budget for the cost of arming his team: guns, broadswords and shields are as important for the players as three Shredded Wheat for breakfast. Ho, Ho!

"Compared to this, *Brutal Football* was a much more primitive game." Keith Smith, Marketing and PR Manager for Millennium, seems pretty chuffed with *Wild Cup Soccer*. "For a start, the viewpoint has changed — it's now isometric 3D. It's impossible to do a game involving so many extra, ah, features [read: weapons — Andy], using the side-to-side view. I think originally the designers of *Football* just thought it was easier to have a pitch that scrolled from left to right, to keep it as simple as possible — after all, it was originally being designed for the Mega Drive."

[I think at this point it's worth pointing out that '*Football*', as in *Brutal Sports Football*, is based on American Football, whereas *Wild Cup Soccer* is concerned with traditional Association Footy.]

"People are used to seeing and playing football games from this sort of viewpoint, anyway," continues Keith. "We basically went with it because it was more realistic."

Millennium has very little time to build up hype for *Wild Cup*. The company's goal is to release it in time for the World Cup, which at the time of writing is a matter of weeks away, so they're intending to rush it out in half the time it takes for a

PROJECT: Wild Cup Soccer
PUBLISHER: Millennium
DEVELOPER: Teque London
INITIATED: February 1994
RELEASE: June 1994



The start of a match, and already the red team displays its intentions by pulling out shooters. The little waddly thing, incidentally, is the referee — but quite what it is, we don't know. "The teams can play the usual cups and leagues," says Keith, "but for a real treat they can join in an unfriendly."

usual game. "We're confident that it's a very good game, though," Keith tells us. "We're not into releasing a sub-standard game just so that it sells. It's simply that we knew we could get it finished and polished, and get it out there quickly. We're in a lucky position in a way, because we can build on the success of *Brutal Football*."

BRUTAL KNITTING

So why not call it *Brutal Sports Soccer*, then? "Basically because we can't use the word 'Brutal' in Germany," says Keith. "Over there it's a very sinister word, meaning sadistic, which is obviously not what we want! [laughs] So, we had to call it [puts on a "wacky" accent] 'Crazy Football'."

With *Wild Cup Soccer* only in production for a few months now, it's apparent that Millennium has taken a good look at the other footy products coming out in the next few months. Rather than copying them, and perhaps buying up some huge licence, Millennium is thumbing its nose at them and hoping that the mickey-taking will work.

> "Compared to this, Brutal Football was a much more primitive game"
>
> **Keith Smith**
> **Millennium**

"We've got to think about the retail side as well, you see," explains Keith. "If retailers are being bombarded with 10 or 15 football sims, nobody's going to buy them all. About five of them are going to sell really well: the elite of the football games, really.

"At the end of the day we just want to take the mickey out of the other football games. For an example of how seriously we're taking it all, we were originally going to call it 'Senseless Soccer'. But, at the end of the day, the *Wild Cup* tag says it all, really. It's the closest you can come to 'World Cup' without infringing any copyrights — unless you call it 'Orld Cup', or something." Er, yes, quite.

Fans of *Brutal Sports Football* will be pleased to know that Millennium is using some of the better features from the original game in *Wild Cup*; not least of all in producing another excellent rock soundtrack. "On the CD32 version we're going to put down another crazy rock track," Keith tells us, "because the last one was just so outrageously loud it was well worth doing. The punters love it, as well, so that gives us a good excuse to go into the studio again and raise some hell."

As you would imagine, the Brutal Sports Series is unlikely to end here, after just two releases. Millennium has a number of ideas up its sleeves, many of them unlikely — but then again, before this, who would have considered a football game with guns? "We reckon that *Brutal Golf* would be an ideal next game," says Keith. "Either that or tennis." Tennis? Jesus. "Hockey would be a good one too, because that's quite a brutal game anyway. Hell, I know that's been done before on the consoles, but I think we could make it even more juicy.

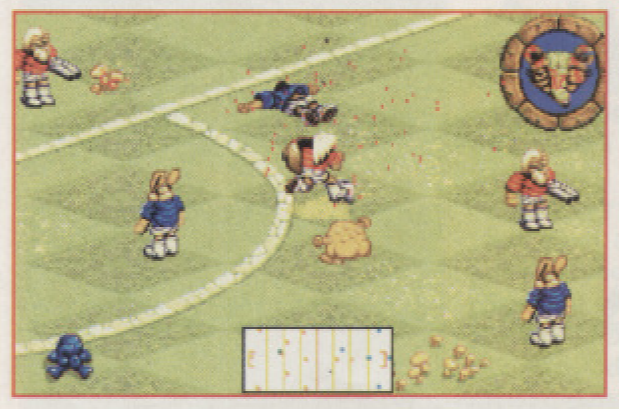
"Who can say, though?" Keith continues with some relish. "Our sports series might not have its branding in Germany, but everywhere else people know and recognise it as Brutal. So, we'll just look at other games as they come along, and decide whether they're worth trying to do. It would be funny to do a kind of *Brutal Road Rash*, or something, taking it a stage further. *Brutal Basketball* would be a laugh as well, I'm sure."

I reckon *Wild Cup Soccer* will provide a much-needed break from the more, er, traditional footy games that are to be released in the next few months. It's much stronger and even less tasteful than *Football*, which bodes, ah, interestingly for the future games in the series, and will probably annoy lots of MPs and pious parents. As with games such as *Syndicate* and *Cannon Fodder*, though, the aggressive side of the game doesn't bring out aggression in the player. Rather, it acts as a tension release. Played as a tournament with more than one player there's unlikely to be a better way of sorting out any domestic disputes. So, all you concerned citizens tut-tutting at the screenshots, don't worry, — it's only a game after all!

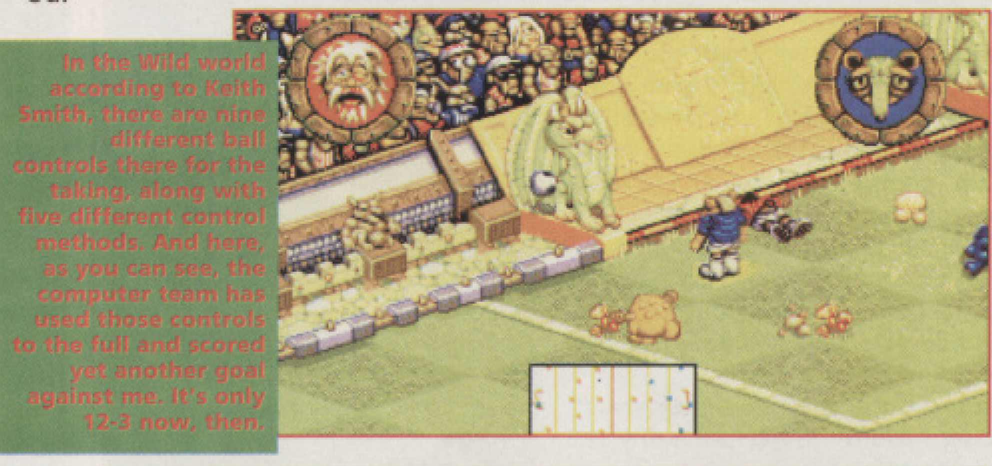
Wild Cup Soccer is to be released on the A500 and CD32 simultaneously on June 30th, with the distinct possibility of an A1200-specific version following close behind.



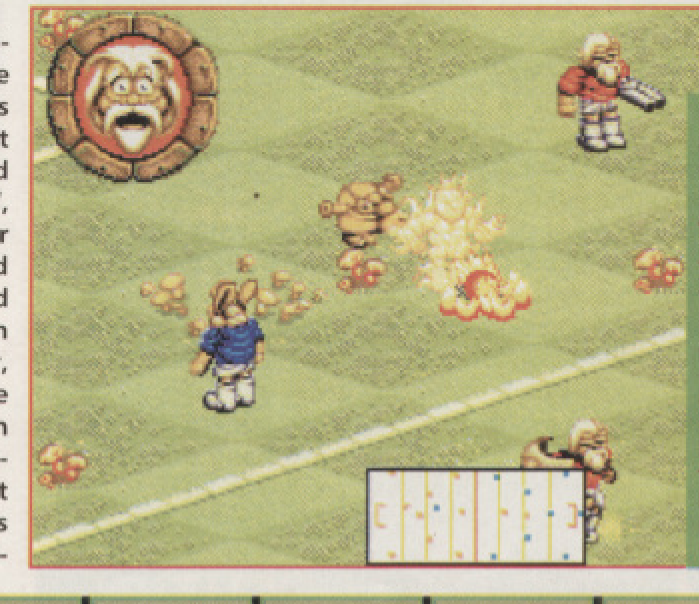
Now this is total carnage, unlike *Total Carnage* which was just, well, total and utter cack. Here two members of ZZ Top take the cute little bunny wabbits out in a hail of bullets, while the poor ref tries to waddle out of their way.



Do not adjust your set. The red you see here is in fact blood, which jets out of your opponents at the first instance when you apply a sword. Or a bullet. Or a bomb. Either way, it's more fun than kicking a blummin' football about. And a lot more violent, of course.



In the Wild world according to Keith Smith, there are nine different ball controls there for the taking, along with five different control methods. And here, as you can see, the computer team has used those controls to the full and scored yet another goal against me. It's only 12-3 now, then.



Inferno! Just as you'd expect, even the pick-ups in *Wild Soccer* aren't yer 'normal' jobbies. There are ones which make your ball go orange and float about, and then there are ones which make your ball burst into flames, torching everybody in the vicinity. Nice touch.



Wild Cup Soccer isn't just about slaughtering hordes of players, or kicking a ball around for that matter. "There are some management options," says Keith. "You can choose from eight breeds of player, so it's possible to set up a team to suit your style of play."
And here are the eight breeds of player, in fact. From left to right: Mouse (probably), Badger, Monkey, Rabbit, er... oh blast, what the hell is that, anyway?... oh, hang on, is that a mouse? Ah, well that one's definitely a man, possibly Piltdown Man, and lastly Grandad from out of Only Fools and Horses.

WORLD CUP SOCCER STAR

Soccer Star/Kompart

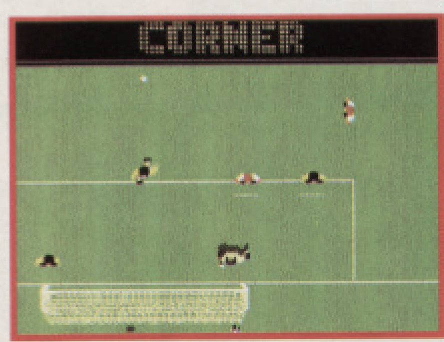
I give up. I really do. I mean I'm generally a subtle sort of bloke, but over the last few months I've tried my best to hint that I don't want any more football games. Please. But wait... what is this that hath appeared upon my crimson desk of love? Why, yes, I do believe it's yet another footy game. How super. How 'original'. And, how bloody predictable.

World Cup Soccer Stars originally appeared a few months back, but I've since received an updated version which is slightly more finished. So let's have a little look, shall we?

What can I tell you about *WCSS* that you can't guess for yourself? Well, you have all the standard options such as weather conditions, length of game, pitch condition, aftertouch control etc, as well as being able to enter a 24 team World Cup competition or a 16 team league competition, choosing from the 100 teams on offer. All of the player names and statistics are complete, but there is an editing facility should you feel the need to invent your own teams.

Once you're into the competition itself, you're presented with the option to play as any of the teams competing. If you don't fancy that, you can either opt to watch the computer play the game out, or just to be presented with the results. You also receive the standard statistical info at the end of each match, showing possessions, bookings etc.

The games themselves are reminiscent of *Kick Off 2*, with an overhead view and a shadowed ball. The control of the players is nothing especially stunning, but it's fair enough to allow some decent gameplay. If you have any players near the ball but off the screen, a tiny 'bloke' will appear around the edge of the play area, allowing you to effectively control where he'll appear once he's in range.







Kompart has only just recently become involved with this project, and the programmers are keen to point out that a new graphic artist will be stepping in to improve the graphics shown here. Er, other than that, I'm afraid I'm running out of things to say about football games, but if you can hang on for a few months, you'll be able to think things up for yourselves!

SELECT 24 TEAMS FOR COMPETITION

ALGERIA, ANGOLA, ARGENTINA, AUSTRALIA, AUSTRIA, BANGLADESH, BELGIUM, BOLIVIA, BRAZIL, BULGARIA, CAMEROON, CANADA, CHILE, CHINA, COLOMBIA, CONGO, COSTA RICA, CZECH REP.
FRANCE, GERMANY, GREECE, GUATEMALA, GUINEA, GUYANA, HOLLAND, HONDURAS, HUNGARY, ICELAND, INDIA, INDONESIA, IRAN, IRAQ, ISRAEL, ITALY, IVORY COAST, JAPAN
MALASIA, MALI, MEXICO, MOROCCO, MOZAMBIQUE, NORTH KOREA, N.IRELAND, NEW ZEALAND, NAMIBIA, NICARAGUA, NIGER, NIGERIA, NORWAY, OMAN, PAKISTAN, PANAMA, PARAGUAY, PERU
SAUDI, SCOTLA, SOUTH, SOUTH, SENEGA, SLOVAK, SOMALI, SPAIN, SUDAN, SWEDEN, SWITZE, SYRIA, TANZAN, THAILA, TUNISI, TURKEY, U.A.E, U.S.A

SOCCER SUPERSTARS

Flair



Hang on... *Soccer Stars, Soccer Superstars, Soccer Stars, Soccer Super Stars*. There's a bit of a pattern forming here. What's the third Mini WiP going to be? *SuperStar Soccer Star Stars*? Bloody hell — some people just don't know when to quit, do they?

Anyway, Flair is proud to present what it says will "...surely be one of the most advanced and playable soccer games yet." Oh really. No, you don't say. Well I've given everybody else the benefit of the doubt, so what does this particular soccer offering have to, er... offer?

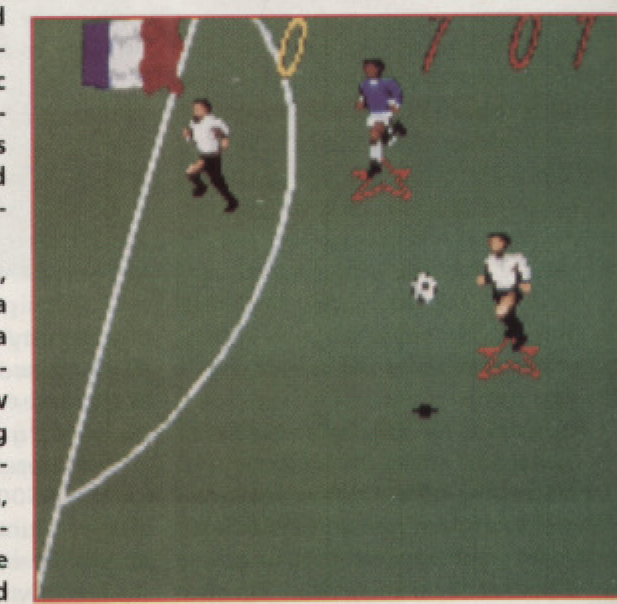
Well, funnily enough, it features all of the teams in the World Cup (quelle surprise), not to mention the non-qualifiers such as useless England, floppy France and dodgy Denmark. This is a nice option as it allows you to set up your own spazzy football challenges.

Apparently, Flair has been programming in conjunction with a major statistical research programme carried out by their development team, and therefore hope to provide the most realistic game as far as the abilities and characteristics of both the squads and their individual superstar players go.

Presentation wise, Flair is promising a "breakthrough to a new generation of soccer games" using new techniques including 3D modelling, Rotoscoped animations, and interactive voice-over commentary. The game is also sponsored by Mitre (purveyors of fine quality football items) and free football offers are included in the package (ooeeyy! Whatever that means.)

The normal list of features and options such as set-piece formations, physiotherapy, team editing etc, come with the game, but special ones worth mentioning are Power Zone© play system (oh?), a new Power Bar© 'shot-strength-ometer', plus real and fantasy tournament mode. I'd love to tell you more about these features, but seeing as though Flair didn't tell me, it's going to be quite hard, isn't it?

Anyway, *Soccer Superstars* will be released within the next few months for twenty five pounds and ninety nine pence.



PSYCHO PINBALL

Codemasters

Some companies just don't know when to stop, do they? I mean, ot content with having pro-vided us with one of the most enjoyable two-player games ever, the team behind Micro Machines has decided to pre-ent us with *Psycho Pinball* — nd I quote "the most out-tanding pinball game ever". robably. Hmmm...

In honesty, this seems bit of a bold statement to make, nd as *Ultimate Pinball Quest* as already shown (page 66) t's going to take quite a bit o knock the likes of *Pinball Dreams* and *Pinball Fantasies* ff their top spot.

There are five different ables to play on, each with ts own theme, and each vith the odd sub-game or wo; accessed by the normal ct of lighting specific lights nd entering target areas on he table.

Although the blurb romises the best ball routine ever written (including three-ball collisions — "never seen before on a pinball game", pparently) you don't actual-y have a ball, but an armour-plated armadillo called Psy-cho. Obviously.

It's down to you to shoot Psycho around the various ables, completing the quests' that accompany each one. Shoot him into the Wild West table nd direct the dashing desperado o jail and bust out his partners. Blast astronaut Psycho off into pace and moonwalk your way round the Moonbase table, rico-heting off the bumpers and into dark tunnels of discovery. I think ou get the point.

Psycho Pinball has been in devel-opment for the last three years, and with up to four players, tons of dif-ferent tables, and over 100 features on every table, it ooks to be a jolly decent contender. And don't I sound ust like a press elease! Anyway, ust wait until November and ou'll be able to decide for yourself.







MEAN
MACHINES
SEGA

REVIEWS









HOW DO WE DO IT?

At The One we believe a picture speaks a thousand words. That's why our reviews are a bit different and, we like to think, a lot better than the rest. Each game review begins with a short introduction, telling you what sort of game you're reading about and outlining its plot, then we follow that up with illustrations, maps and diagrams accompanied by informative captions that demonstrate every aspect of how the game plays.

Finally there's the Verdict where we explain the game's good and bad points in detail, so that you can work out precisely whether the game's for you or not. Bear in mind that although a review is only written by one person, the whole team play every game reviewed and the Verdict and scores are based on everyone's input.

Based on years of research this is, quite simply, the best game reviewing system devised by man. Probably.

THE VERDICT PANEL EXPLAINED

This piccy shows you clearly which Amiga - A500/600, A1200 or CD32 - the game is being reviewed on.

This panel indicates who is publishing and who created the game, along with essential info such as how much the game costs, when it'll be released, the control system(s) used, how much memory your Amiga needs to run it, how may disks it comes on (and therefore how much swapping you can anticipate) and even whether you can install it onto your hard drive.

This percentage indicates not only how well-drawn or animated the graphics are, but also how well they complement the game. Some games look great in static form but may be slow and jerky 'in the flesh' which will be indicated by a lower-than-expected Graphics score.

As with Graphics, the Sound score isn't based purely on the quality of the tunes and sound effects, but also on how well they enhance the game. For instance, an all-guns-blazing shoot-'em-up with a silly bouncy jingle wouldn't do well here.

A500/600

Publisher: Gremlin
Developer: Euphoria
£25.99 Out Now
Hard Disk Installable
Joystick/Mouse
Memory 1Mb | Disks 2

GRAPHICS 82%
SOUND 86%
PLAYABILITY 81%
LASTABILITY 71%
OVERALL 83%

A1200

CD32

Playability, which we hope will soon be incorporated into the Oxford English Dictionary as a 'real' word (write to your MP!), indicates how easy the game is to get into and how much fun it is to play. Things like poor control or cluttered screens will take this score down.

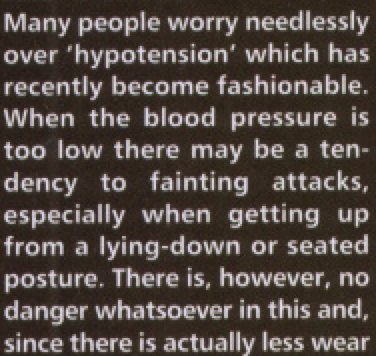
Another 'new' word, Lastability indicates whether you're likely to finish the game in a day or a year, and also whether the game is one you're likely to keep returning to time and time again. It's a rather important mark, especially with games being so expensive.

The Overall score is the definitive guide as to whether a game is good or bad. It takes into account many factors other than the four main ones listed above, which is why it's not simply an average of those scores. Anything scoring 85% or above is considered an essential purchase.

The Amiga family is even bigger than ever now, with people able to buy A500/600s, A1200s and CD32s. Here's where we'll tell you about how the game runs on the machines not covered in the main Verdict panel, as well as whether any enhanced or cut-down versions of the game are planned.

SIMON BYRON

When making sandwiches for a picnic or a tea-party, it's best to use bread that's a day old and cream the butter or margarine so that it is easy to spread. When spreading, make sure it goes to the edge of the bread. Soft fillings, or salad fillings, which should be crisp when eaten, should be inserted just prior to serving; creamed fillings can be put in beforehand and the sandwiches wrapped in a damp cloth or waxed paper to keep them moist.



ANDY NUTTALL

Many people worry needlessly over 'hypotension' which has recently become fashionable. When the blood pressure is too low there may be a tendency to fainting attacks, especially when getting up from a lying-down or seated posture. There is, however, no danger whatsoever in this and, since there is actually less wear and tear on the arteries, people who suffer from this condition will probably live longer than most. In short, low blood-pressure is no cause for worry.

MATT BROUGHTON

Surprisingly, and unlike cage-birds, field-voles and even hedgehogs (which will consume household waste), most Bats have to be fed by a trick when first captured. It is necessary to cut off the head of a mealworm and insert the body between the bat's lips, pushing the mealworm as soon as the bat starts to chew. The common British bat or pipistrelle requires 15 to 25 mealworms a day, chopped raw liver once a week, and live insects and moths whenever possible.

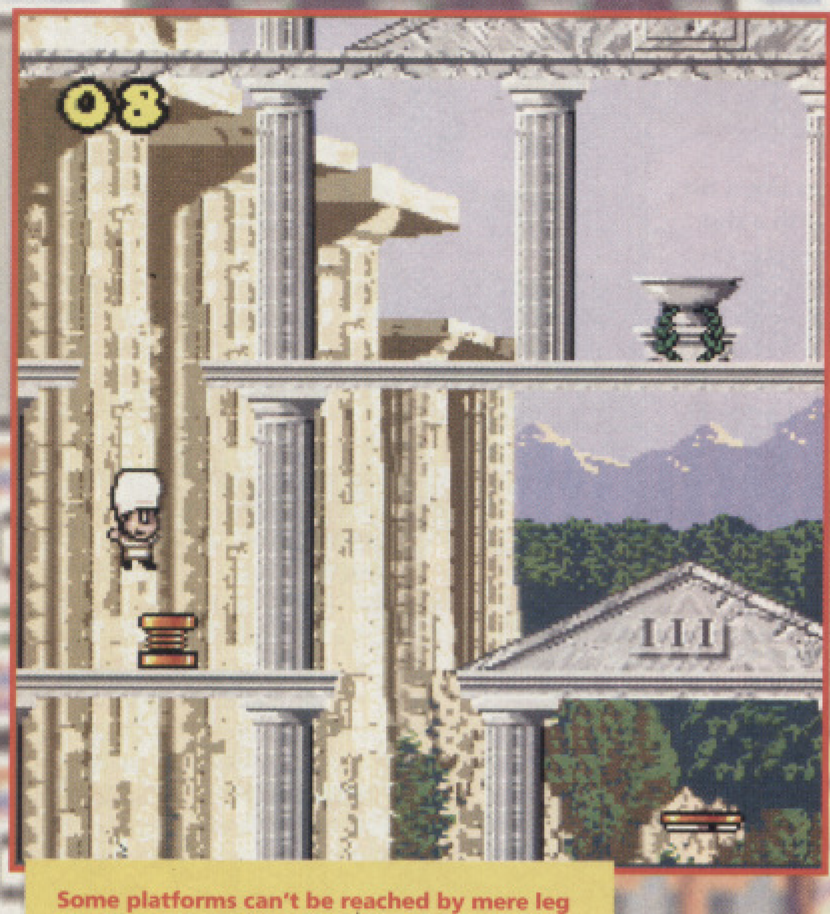
HARRY ATTRILL

Little mental strain, but some rapid physical activity is required for 'Passing the Parcel' — a game the direct descent of which from 'Musical Chairs' can be clearly seen. A parcel with innumerable wrappings is passed round to music. Each person who has the parcel passed or thrown to them when the music stops must remove one piece of the wrapping. Anyone holding the parcel when the music stops must drop out. The last person left in is the winner.

NB: We've been reading the Big Boy's Book Of Science this month. And it's great!

PIERRE OUT TO

Blimey. Our lead review and it hasn't got anything to do with beaches. Ah well, here goes... Simon Byron lies on his Spiderman towel and sighs as gorgeous attendants rub oil into his back. He is daydreaming about Mindscape's latest AGA platformer. Or is he?



Some platforms can't be reached by mere leg power alone so the springs dotted around most levels are invaluable. There are big ones and small ones which bounce you different heights but the old proverb "look before you leap" certainly holds true here because there are often spikes above springs which stun on contact. You have been warned.

Food with personalities. Interesting concept, don't you think? Peas that get a bit shirty if you try to skewer them with your fork. Peppers that refuse point- blank to be cored, diced and tossed in a winter salad. Sausages squealing "Bugger off!" as you attempt to pop them under the grill next to some fresh tomatoes. This, my little cabbages, is the nightmare scenario faced by one Pierre Le Chef, world renowned, er, chef.

Actually, I think we're being fobbed-off a bit here. After all, how many people do you know with names which relate to their job? Why, for example, am I not called Simon The Editor Who Is Good At Things? Why isn't Matt called Matt Fungus Face? And why, then, isn't our newest team member called Andy Git Git Git Git Git Git Git Git Git? Answers on a postcard, please.

Anyway, back to the matter in hand. Today is not a good day for Pierre or his culinary reputation. He's got an important function to cater for and all his ingredients have sodded-off round the world (don't you hate it when that happens?). So the extraordinary cook has to gather up his trusty net (no serious kitchen is without one, as Delia Smith informs me) and bag of flour and retrieve the gourmet getaways, (I copied that from the manual, actually) from various exotic levels before something really bad happens. I expect.

Out To Lunch is, in fact, a conversion of a SNES game which, according to someone called Graham who works for EMAP's Nintendo Magazine, er, 'System', is "Simple and fun and I like it." Hmmm...

But in order for *Out To Lunch* to get the same enthusiastic response from me (albeit with words of fewer syllables, obviously) it's going to have to be really special. In fact, I can't think of a SNES conversion which has managed to cut the mustard on the Amiga. And neither can Matt. But ask us to name decent SNES game next month and we'll have no hesitation in recommending this food-tastic platform specialité du Maison. And here's why...





LE CHEF LUNCH



Like that fantastic day-time quiz show, *Supermarket Sweep*, you can take part in a brilliant trolley dash to earn loads of bonus points. This event takes place between every country. You have to collect fruits off the shelves whilst ensuring that the trolley remains on-screen. It's a very basic *Sleepwalker* clone. But a lot better.

One of the nicest things about *Out To Lunch* is the way that the ingredients scarper once they see you. They'll leap of ledges, bounce on springs — even sprout blades from the top of their heads! Subsequently, Pierre has to chase the food around in order to swipe them up in his net. This means that you can often force them into dead-ends and catch them that way.

TASTES YUMMY...

Out To Lunch is a very nice game. Here are just some of the very nice ingredients you can collect and some of the very nice things you could do with them if you were a girl.

MUSHROOM

Useful for making Tripe and Mushrooms. You'll need: 1 lb dressed tripe, 2 mushrooms (large), 1 pt milk and water, 1 tablespoon flour, pepper and salt, freshly chopped parsley.

ONION

Invaluable for Ox Liver Pie. Take 8 oz. ox liver, 2 onions, 1/2 pint milk, 5 oz., self-raising flour, 2 oz. shredded suet, pinch of salt, 1 rasher of bacon, seasoned flour, dripping, water. And cook them.

TOMATO

Without which Tomato Soup would be practically impossible. You'll need: 1 lb tomatoes, 1 onion, 1 1/2 pts vegetable stock, 1 carrot, 1 or 2 bacon rinds, 1 dessert sp. flour, pepper and salt, milk.

POTATO



Fan-tastic for Potatoes Roasted with very little Fat. For which you'll need some potatoes. And very little fat.



(Above) You can use a two-button joystick if you wish, but those without are catered for with a nifty control system which is quite intuitive. To use the weapon you're currently holding, just tap the fire button and Pierre will attack the ingredients. Then, when you've stunned the food, collect them in the net by holding down the fire button for longer.



To leave a level, Pierre has to capture a certain number of ingredients in his net and deposit them back in the cage within a set time. There are usually more ingredients than you need so you can afford to kill off a few (by repeatedly jumping on their, erm, heads) or leave some alone if you feel like it.

The cage right at the blimmin' top — getting here is a real problem, I can tell you.

Slippy-slidey platforms make this part of the level quite tough, that's for sure.

A teleporter. 'Nuff said.

I can't quite remember what this pick-up does, but it's bound to be quite good.

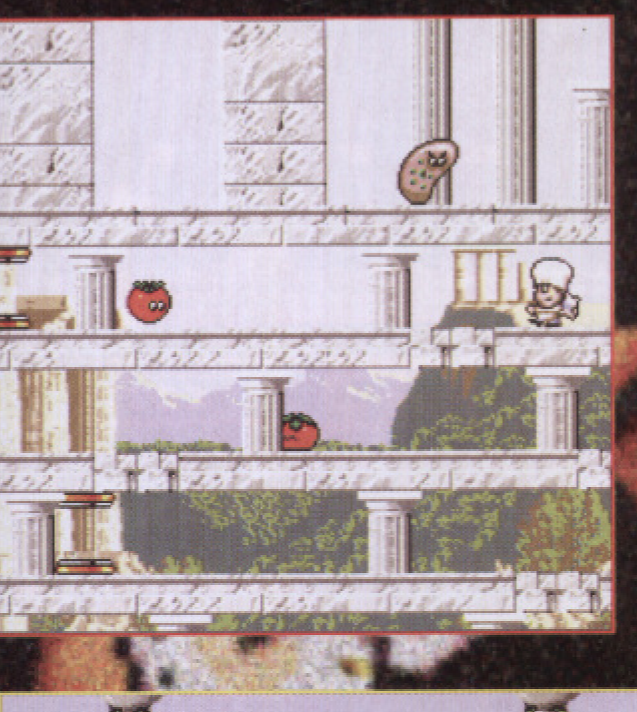
Flour.

Net.

A one-up icon. Handy.

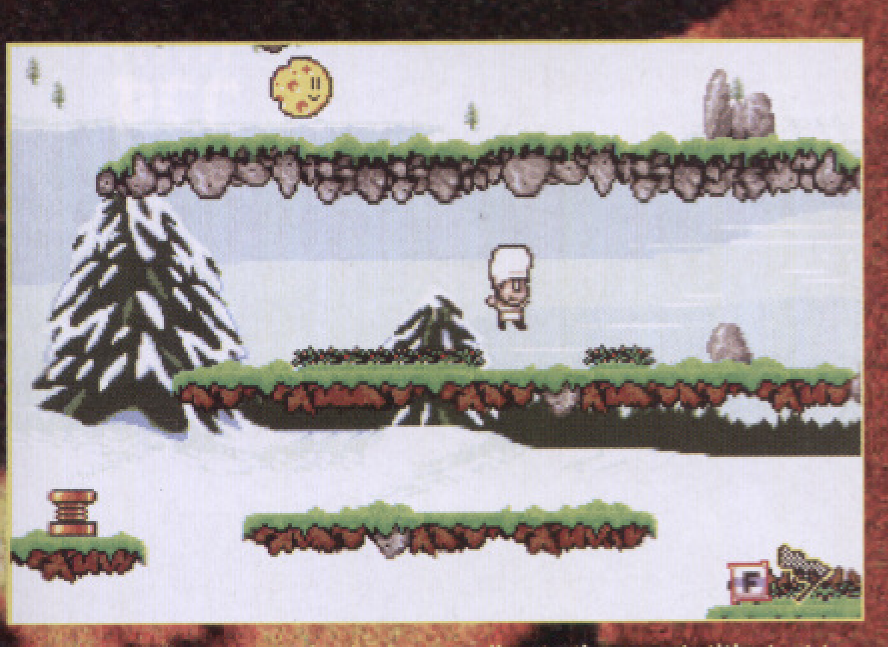
Ah, secret rooms — an innovation, I don't think backwards. Here you can see lots of flying clocks and quite a few springs on which to bounce. Marvellous, eh? I'm not quite sure when these rooms pop up, but they're a welcome diversion from the main game, that's for sure.





The jolly nature of the game is interrupted when the food becomes infected by bacteria or bitten by insects. It's all quite horrible — mutated ingredients hunt you down and kill with one touch. Disposing of these enemies is quite tough. You have to leap on top of them but because they're ruthlessly pursuing you, landing on their heads is more luck than judgment.

There's no need to drop the ingredients off one at a time. You can hold as many in your net as you like but it's worth bearing in mind that if you are stunned (by touching anything that's remotely hostile) then some may escape. Thankfully you can't be killed by 'normal' ingredients — only the scary mutant ones!



This, then, is Pierre Le Chef, who is, according to the game's title, 'out to lunch'. As you can see, the levels are laid out in standard platform style with gaps to leap and springs which bounce you higher. But what sets Pierre apart from the bog-standard romps is its graphics which are brilliant to say the very least. But the game is A1200-only, so high-quality visuals are to be expected.

THE VERDICT

I like it. A lot, in fact — Mindscape has come up with one of the simplest and most addictive platformers for ages. I could rattle out the age-old clichés like 'it takes a minute to learn but a lifetime to master' or 'simply brilliant and brilliantly simple' (or something like that), but I won't. Because I just have. Instead, I'll harp on about **Out To Lunch**'s addictive qualities — I just can't put it down! The first few levels are a doodle (as they should be) but once you've managed to clear them, prepare for a serious challenge. Many of the levels look deceptively simple but start capturing the ingredients and it's obvious that a lot of forward planning is needed in order to finish within the often strict time limits (the way some of the platforms are placed makes journeying from one point to another like walking through a maze — oh play the demo, you'll see what I mean). Very rarely does it become overly-frustrating, though, mainly because the whole thing is so damned nice. The parallax is gorgeous and although the sprites are small, their incidental animations are brilliant and really give the ingredients comic personalities. There's much entertainment to be gleaned from keeping your eye on what they're up to and watching them bounce all over the place in an effort to escape. Even the music is vomit-inducingly cute. Every new country brings fresh challenges — different vegetables, new features, that kind of thing — which ensures that you never become too easy. The first time an egg explodes all over your face comes as a surprise, I can tell you. Although the game is stunning as it is, one addition would have made it best game in its genre, and that's the inclusion of a simultaneous two-player mode. Don't get me wrong, as a one-player game it's more than fulfiling but a Qwak-style competitive mode would have been truly fab. But, hey, we can't have everything and what's here is certainly well worth a look.

A1200

Publisher: Mindscape
Developer: In-house

£25.99 Out Now

Hard Disk Installable

Joystick/Joypad

Memory 2Mb | Disks 2

GRAPHICS	89%
SOUND	89%
PLAYABILITY	88%
LASTABILITY	90%
OVERALL	90%

CD 32
A5/600

The CD32 gang can look forward to *Out To Lunch* which should be out round about... now. A500 owners shouldn't hold their breath otherwise they'll die. And anyway, *Out To Lunch* won't be released a 'normal' Amiga...

SURF NINJAS

Is that a cloud we can see hiding the sun and spoiling all our fun? No — it's Flair's appalling beat-'em-up and Simon Byron kicking sand at each other.

Nope, never heard of it. *Surf Ninjas*, that is. Presumably it's one of those straight-to-video films which wasn't deemed good enough to warrant cinematic release, or if it was at the flicks then it must have been completely crap.

Oh hang on a minute. I've just flicked through the manual and apparently it's an "hilarious New Line Cinema film." Right. The plot, as I've discovered, goes something like this: Sixteen-year-old Johnny McQuinn has discovered that his roots lie not in Los Angeles with all his surf-loving mates, swapping amusing lines from Bill and Ted films at every opportunity, but instead in a tiny oriental island called Patu-San. It turns out that Johnny is heir to the throne and if he journeys back to this island and sorts out the evil Colonel Chi and his gang of Ninjas then he'll be installed as king. Sounds like a load of old nonsense to me, but we'll persevere for the time being.

Comparisons to *Last Action Hero* are inevitable — both are film licences and both are beat-'em-ups. But perhaps the most obvious similarity between these 'games' is the fact that they're both lacking in the, er, gameplay department. Coupling surfers with Ninjas may seem like a bizarre concept but this is our 'Summer Special' after all so anything vaguely Sea-sidey is welcome. However, we're not prepared to accept this kind of disgraceful rubbish, even if we are wearing our trunks.



So here it is in all its glory. Seeing as though the CD32 is capable of impressive graphical trickery, what with its dedicated sprite scaling hardware and other stuff like that, it's nice to see the technology being pushed with such badly-drawn sprites and their four or five frames of animation. Yes!

And here's one for all you concerned parents. Sometimes, and I'm not quite sure when, Johnny will rip out a Ninja's heart and hold it our for all to see. Hmm... one for the MPs, dontcha think? Another quite destructive move is the headbutt which is effective and quite funny to watch.



You'll come across static characters who request specific objects for various reasons. You don't interact with them at all — they bark their requests at you and give you something in return if you're lucky. You collect and pick up by pressing down and fire — the same as ripping out hearts, so carrying something in combat is blimmin' annoying.

THE VERDICT

Hmm... it's games like this which bring home the restrictions of working on a 'family' magazine, and to be honest with you it's getting me down. Ever since **The One** has was launched (way back in 1987, fact fans), the editorial team has managed (often under extreme provocation) to offer opinions on games without resorting to the kind of profanity you kids use in the playground. Whenever games like **Surf Ninjas** are featured, the accompanying text has been artificially tarted up with flowery adjectives interspersed with the occasional 'crap'. We'd probably say something like: "This is awful. Like **Last Action Hero**, it's often possible to last for hours just holding the fire-button down whilst waiting for the moronic Ninjas to wander into your blows. 'The adventure' side of things is nothing short of pathetic — someone will request an object and you'll miraculously discover it a few screens away. Brilliant. But whereas games like **Dizzy** are quite sophisticated (at times), **Surf Ninjas** is just embarrassing. Give an object to someone and they'll respond with a single sentence. Approach them again and they'll say the same thing. Which is inexcusable. I know very little about programming but I do understand that it's easy to assign flags to characters to avoid this kind of repetition. The graphics are laughable and some of the moves even more rib-tickling, but for all the wrong reasons. And the gameplay is monotonous at best. Basically, this isn't very good at all." But this time I'm going to go out on a limb because there is one word which sums up **Surf Ninjas**, and I'm going to say it. Even if it costs me my job. I feel that strongly. This game is utter, utter bol

CD32

Publisher: Microvalue
Developer: In-house

£19.99 Out Now

Not Hard Disk Installable

Joypad

Memory 2Mb | Disks 1(CD)

GRAPHICS	23%
SOUND	20%
PLAYABILITY	26%
LASTABILITY	28%
OVERALL	27%

A1200
CD32

Let's hope not because I don't want to see this game in *The One* ever again. Ever.

WEMBLEY INTERNATIONAL SOCCER

Another day, another football game, another tie-in licence. Andy Nuttall's not sick of them yet, but it would only take one crap one to push him over the edge...

Yes, the World Cup is finally here, and soccer fever is sweeping the nation. Though probably not this one. Or Scotland or, er... Wales... oh dear! Even *The One* feels compelled to do its bit by pasting a footballer on the cover, and providing as many footy-related things as it can inside the mag and on the disks. Yes, we're trying to cash in on one of the great sporting spectacles, the USA World Cup 1994. So far nine softies have joined this ever-growing band by releasing a footy game each during the months of June and July.

You can imagine, then, the scenes of disappointment and dismay at most of these software houses when they realised they had been beaten by US Gold to the licence of the year. Not to be outdone, though (well not much, anyway), Audiogenic has looked to home turf for inspiration: the great twin-towered bastion of English football, Wembley Stadium. How long before we see *Wembley-Dodgy Ticket Tout Simulator*, eh?

It's commendable, what Audiogenic has tried to do. No, really. It has paid for a big licence, and tried to produce a quality game to go along with it. OK it's fallen short, sure, but Audiogenic could have spent bugger all on the game and let the hype do the selling (see *Last Action Hero*, and *Cliffhanger* last issue). The game's nothing special, but you won't be slashing your wrists if you buy it.

Using the extra buttons of the CD32 joypad, the game has a number of useful features to enhance your enjoyment. All too often in a footy game you can get hold of the ball, but then you can't pass it to the right player to set up a shot, which is always annoying.

However, *Wembley* lets you select your target player for easy passing — at least, that's the idea. It even bleeps irritatingly at you, to let you know that the pass is "on". The action replay function is well-designed and one of the best around; but it's a pity that can't be said for the rest of the game. And short of telling you about the usual number of cups and leagues lurking around the options screens, including of course the now-ubiquitous World Cup tournament... er, that's it.



Set pieces are an important part of *Wembley*'s game. It's easy to set them up, and you can build up a fair variety to confuse your opponent into submission. Here's a free kick, and a typical example of my defence (in white) is that the defenders are lined up okay, but the forwards are running towards the corner flag. Strange.

Why are referees always bald in computer games? This one's not only bald, but incredibly glum, and so obviously hands out yellow and red cards as though they were going out of fashion. The little animation of the ref's quite nice, scribbling in his notebook and then finally awarding you a card. You see it too often, though, if you ask me.





The computer-controlled teams are remarkably difficult to beat — scoring is nigh-on impossible because the goalies are super-human at worst. Strangely, though, when you're playing the computer your goalie suddenly thinks he's playing for Swindon, or something, and can't stop letting the ball slip through his fingers.

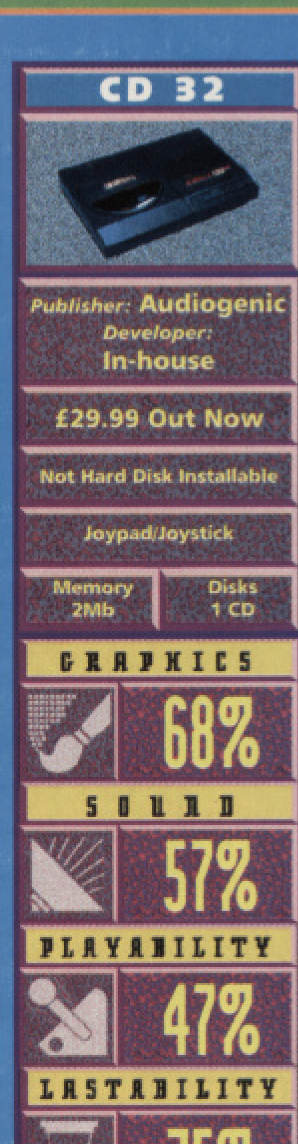


This is a prime example of the... er... crapness of the computer-controlled players when they're on your team. I'm playing a reasonably attacking formation, I've booted the ball upfield towards the goal, and my striker's heading the ball nicely. But where's the backup? Strolling about further to the right, picking up daisies, having a chat with the linesman... everywhere but chasing the bloody ball, that's where!



The pitch scrolls to follow the player under your control, which can make throw-ins and set-pieces slightly difficult. Audiogenic thought of everything, apparently, and it even included a little close-up of the guy with the ball. This appears whenever the ball is obscured.

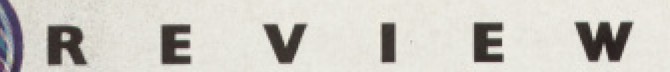
THE VERDICT



A few years ago we would have killed for this. A vaguely realistic-looking side-on footy game, with all the controls you need easily accessible when you need them. The option to switch to an overhead **Kick Off**-style view during a game; the ability to pass to a chosen player accurately and quickly... Like I said, a few years ago this would have sounded impressive. Playing **Wembley** is an education. A learning process into the mind of somebody who would spend an age developing a game engine, combining every workable influence from previous footy greats, and then mess it up by making it a chore to play. Watching two computer teams battle it out is almost like watching Golaccio on the telly, because the players have flair, style and great ability. When you take over the controls, though, the style disappears and you're left with a bunch of unfit Sunday-leaguers who have trouble reaching the parts of the pitch the opposing defenders can't reach. You see, I'm not crap at football games; and I don't half get frustrated when my team players just won't do what I tell them. And that, in a nutshell, is the problem with **Wembley**. The player's momentum is ridiculously high; should you let go of the direction pad, he carries on, oblivious to everybody and everything, until he reaches the end of the pitch. Naturally, this makes controlling the players damned difficult at the best of times. Add to this the fact that you've got very little control over who you can pass to in the time allowed (watch out for those little "haloes" above their heads, chaps), and suddenly **Wembley** becomes spectacularly, er, unspectacular. A little effort would have made it great, but the lack of care is highlighted by a bug which hangs up the CD32 with several loud screeches of computer code. **Wembley** should be successful, because people will buy anything with a name. Remember, though, when you pick it up in Smith's, that **The One** suggested you put it back down again.

A1200
A5/600

If you go down to the shops you might just find a copy of *Wembley International Soccer* for your A1200, for it is already released at £25.99. However, no A500 version is released as yet — but it shouldn't be ruled out.





"How can I possibly invent a story about playing a platform game on a beach?" thought Andy Nuttall as Simon dropped Titus' latest on his desk. "It'll have to be contrived and stupid, I suppose." And sure enough, it was.

"Ahhh, this is the life," thought Andy relaxing on a lilo, which bobbed ever so gently near the shore. "A glass of cool Nesquik in one hand, some light music on the stereo, and those other gits from *The One* are nowhere to be seen. Bliss." As the hot July sun caressed his rose-petal skin, Andy drifted off to sleep.

As he dozed, the glowing Welshman conjured a pale-blue rabbit, called Quik, who hopped happily through a glorious, green landscape. The fields were filled with other small, lovesome creatures, which for some inexplicable reason had decided to gang-up on little Quik and hurt him. Luckily, and because this was a dream, Quik was a tough, street-wise bunny, capable of looking after himself. With a leap and a bound, he could twirl his fluffy body into a vicious killer-whirlwind which delivered knock-out blows to his strokeable adversaries.

Quik made it his personal business to rid the beautiful land of these huggable thugs. He had a great time, killing, maiming, and killing some more, safe in the knowledge that it was all a dream anyway and he could drink as many cartons of carrot juice as he wanted. Just as he finished off the last furry nasty, though, a message came down from on high: "You must find the clock!" Heck, he'd had weirder times in other people's dreams: Paul Daniels', for instance... now that was an eye-opener...

Quik returned to the scene of cuddlesome carnage to look for the troublesome timepiece. Noticing a tell-tale arrow floating behind a cliff-edge, he followed its pointy suggestion and several jumps later he discovered a door which opened to reveal a narrow canyon, stepped with some precarious-looking ledges. Quik bounced up a few of them, but gradually they got higher, and his poor weeny hind-legs began to ache. Suddenly he heard a "Squawk!" and a set of needle-like talons picked him up, and carried him back down to the bottom. Daring to look up, Quik found that the talons were attached to an eagle. He tried to climb again, but the eagle proved to be as sharp as his talons. Back at the foot of the canyon, poor Quik burst into tears. He wanted that clock, and he would get it one way or another...

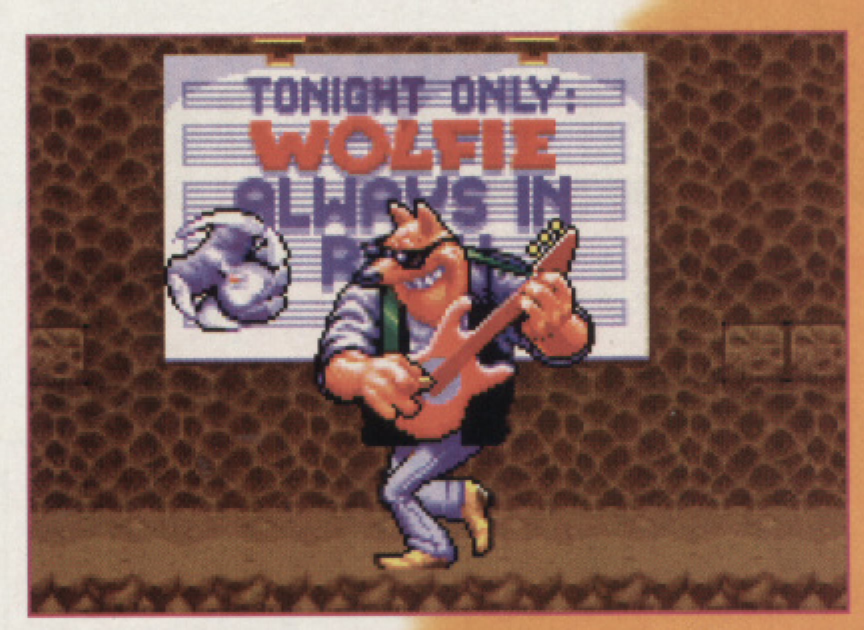
TIME TRAVEL

Waking with a start, Andy sat up and looked around. Simon and Harry were playing gaily on the beach, having buried Matt up to his silly bearded chin in the sand. The sun was shining, and everything was back to normal. "Ah, it was all a day-mare," though Andy, as he took another swig of milkshake and lay back to soak-up some more rays.

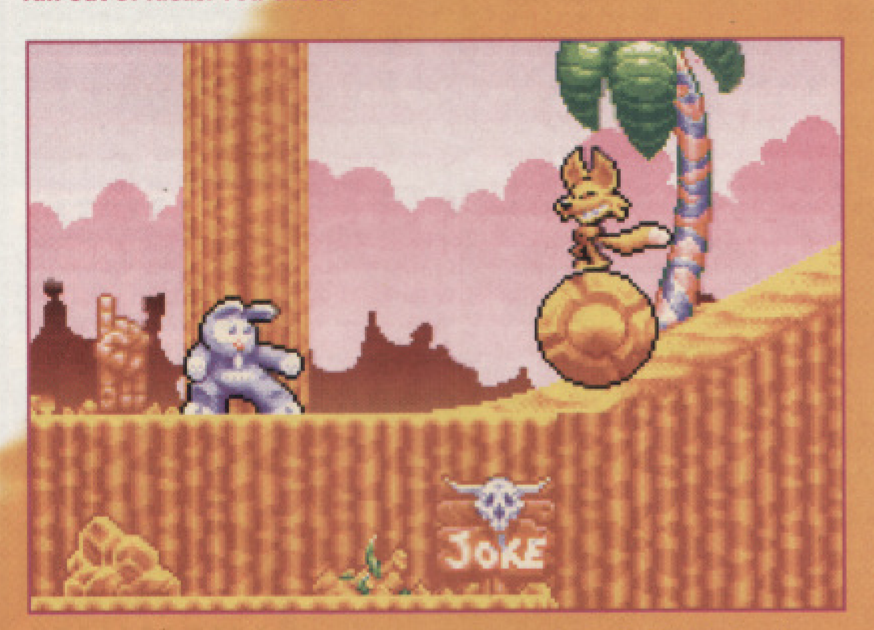
Our bobbing, blue-rinsed bunny kills just about everything that moves in his patch and some of these movers are dangerous. The caterpillar offers death at the end its spines, and the snake will mesmerise you as soon as look at you. Other winsome forest creatures add to the good look of the game.



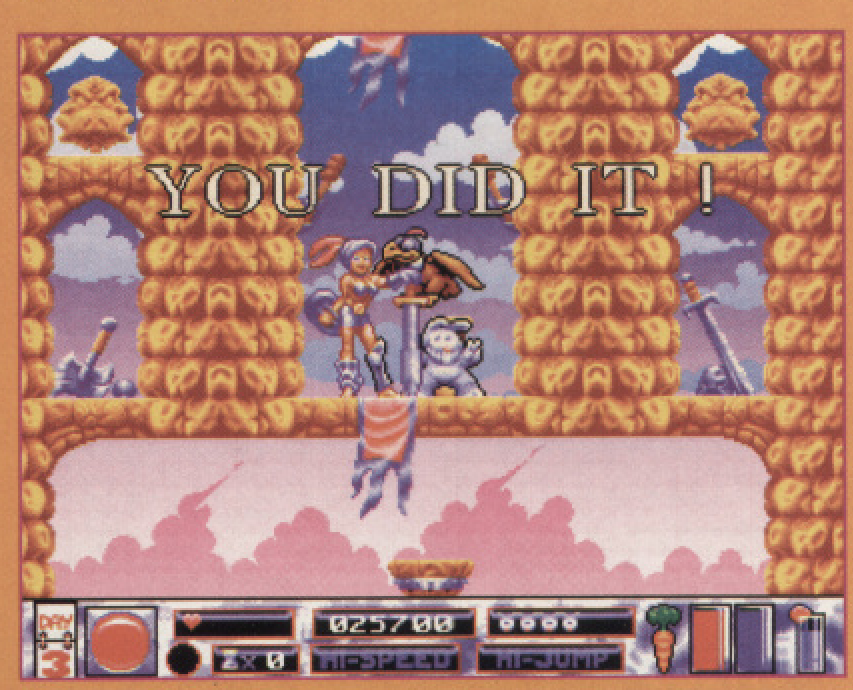
The strawberry-flavoured sticky Angel Delight-type background works especially well on the canyon level, where you need to jump to the top and avoid the clutches of the eagle. There are loads of parallax levels, you see, so on this level at least, the graphics are second to none.



Strange, and some might say inconsistent that a world full of pretty natural-looking woodland creatures should conclude with a wolf dressed up like Chris Isaak. Or Something. He appears at the end of your rabbit run, hence the underground scenery — and for some curious reason he tries to kill you by firing notes from his inflatable Stratocaster... You can get him back by spinning, *Sonic*-style, and bashing his head in repeatedly. Either cleverly surreal, or maybe the designers ran out of ideas. You choose.



A fine example of how good the enemies get in *Quik*. This is the fox, grinning devilishly as he hurtles towards you on his bog trundling thing of death. Quik looks a bit worried, and understandably so, because the finger points upwards, the joke points downwards, and the only other way is back...



Collecting the clock near the end of a level is quite an achievement, marked by a quick pose with the girl (who serves no purpose, other than to look like of a bit of a bimbo) and the eagle who suddenly becomes your friend. Then it's back down to the bottom, and quickly on to complete the stage.

THE VERDICT

Regular readers of **The One** will no doubt remember a recent competition to name Titus' new game, featuring a little rabbit. Well, here it is, and it's called **Quik** (derived, unofficially, from a populár powdered milk drink). Regular readers should also remember Titus' previous attempt at a platform game, **Super Cauldron**, which didn't fare well at the hands of **The One**'s platform specialists. Credit to Titus, though, it stuck with it, and has now produced something much better, although ultimately unsatisfying. At best **Quik** is a very fast (quick?) platformer, with sparsely-populated levels and loads of open space to gambol in, but it loses points because the action stays the same despite a number of different graphical changes. Opinion is divided at **The One** over the graphics: Simon and myself reckon that the main character lacks, er, character, because he's got a lot to live up to given the imagination and style which so obviously went into creating the enemies. Harry, however, "likes cute fluffy bunnies," apparently, and so loves the game despite never playing it.

It would be unfair to criticise **Quik** simply for being another platformer, because it does play well, and it's only marred by a few areas where you leap blindly down a hole and end up losing a life. The majority of these death-jumps are indicated by a pointing finger, while signs marked "JOKE" signify dead-ends. This is presumably an example of French humour, but to me it just got tedious after a while. Still, **Quik**'s gameplay is polished enough, so at least these traps never get frustrating like in some games. And there is at least one area — the aforementioned canyon where you have to avoid the eagle and grab the clock — which is original, playable and refreshing. By now I would hope that you know what to expect from a platformer, and as long as you're not under any delusions that Quik is some kind of revolutionary example of the genre, you won't be disappointed.

A1200

Publisher: Titus
Developer: In-house

£16.99 Out Now

Not Hard Disk Installable

Joystick

Memory 1Mb | Disks 3

GRAPHICS	81%
SOUND	76%
PLAYABILITY	85%
LASTABILITY	82%
OVERALL	80%

A5/600 **CD32**

The future A500 release is likely to feature fewer levels of parallax, but details are sketchy at the mo. On the CD32 front, however, things are looking much better — a tweaked, revamped *Quik* will be released later this year.

ULTIMATE PINBALL QUEST

Time now to leave the relative tranquillity of the beach and journey into the arcades for a quick game of pinball with Simon Byron and Infogrames.

You can play any of the tables by selecting Arcade Mode. There are three themed tables: Wasteland, Antarctica or Heavy Metal. There are also bonus levels but the stupid thing is you can select to play them from the main menu — thus removing any desire to find them yourself. Strange.



There are three games to play in *Ultimate Pinball Quest*. In the Adventure Mode you have to overthrow the three goddesses using, erm, a silver ball and a, ahem, pair of flippers. Yes, that'll be it, then. Surely a better idea would be to get a gun or something and kill them. With it.

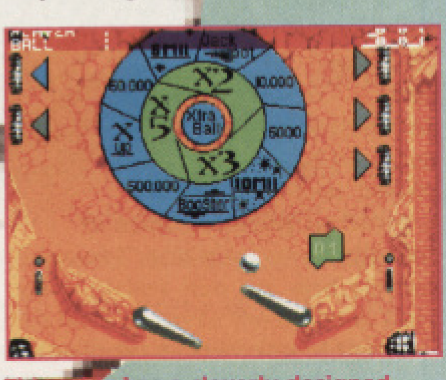
Infogrames has shied away from the Amiga of late (indeed, I couldn't name its last game even if you offered me vast sums of money) but, for the record, the official company line is: "[Infogrames] hasn't stopped supporting the Amiga; whenever we sign up a PC game which is being converted across to the Amiga then we will release both versions."

Hmm... let's just pause a while and consider this statement. On the PC at least, Infogrames is a name to be reckoned with. Its name is synonymous with such top-quality products as *Alone in the Dark* and its sequel, *Stunt Island* and *Shadow of the Comet*. Admittedly, these games are best suited to high-end PCs, but conversion across to the Amiga has been made possible with the advent of the A1200 and CD32.

So what do we have here? Why it's none other than a pinball game. Oh good. Actually, I was just remarking to the rest of the gang about how both *Pinball Fantasies* and *Illusions* were complete crap and how we could do with another half-arsed flipper simulation. Except, of course, I wasn't. So in order for *Ultimate Pinball Quest* to sell, it needs to be something quite special.

Still, at least it tries. For your money you get three fairly large tables which scroll vertically and — get this — a plot! I was under the impression that no-one would be able to incorporate a storyline into a pinball game without it looking totally incongruous — and I was right.

What really makes me cross is this: *Ultimate Pinball Quest* deserves to flop and when it does, Infogrames will probably decide that there's no money to be made from the Amiga and further reduce its planned releases. However, if the company got off its backside and converted decent games like *Alone in the Dark*, it would soon see that there's nothing wrong with the Amiga — it's just that average games don't sell by the truckload. Depressing stuff, isn't it?



The table has a cleverly-designed angle which sends the ball out of play nine times out of ten if you pull the spring back all the way. If we had a swear box in the office which debited five pence every time we uttered a profanity then this game would have cost me a whopping £6.45. Per minute.

THE VERDICT

Obviously one of the most important things about a pinball game is its ball routine and **Ultimate Pinball Quest**'s is competent enough. So Infogrames' release should at least equal 21st Century's, right? Wrong. Sadly, playing this game reinforces how excellent **Illusions** and **Fantasies** are. Although the long tables are a nice idea in theory, they fail to work for a number of reasons. Most importantly, it's damned frustrating. It takes an age to get the ball up to the next set of flippers and more often than not it returns back down within a matter of seconds — blimmin' annoying, I can tell you. The so-called 'plot' adds nothing save the opportunity to sketch some scantily-clad ladies. It's a nice idea but why bother? A decent pinball game should be able to stand on its own and not have to lean on fancy plots. And anyway, if I wanted something with an in-depth storyline then I'd buy a bloody book, right? The programmers' time would have been better spent designing tables not drawing women. The way the tables are constructed has meant that each section is relatively empty. Apart from attempting to blast the ball-bearing through the next pair of flippers, there's little of interest. **Pinball Dreams** and **Illusions** are fantastic games because there are always plenty of things to do and special targets to aim for. Nothing holds your interest in **Ultimate Pinball**. If Infogrames spiced up the tables then you'd have quite a groovy pinball simulation but as it stands it's just boring. At least **Total Carnage** was funny.

A500/600

Publisher: Infogrames
Developer: In-house

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GRAPHICS	52%
SOUND	50%
PLAYABILITY	48%
LASTABILITY	50%
OVERALL	53%

A1200 / **CD32**: Look Infogrames, why did you bother with this? Convert *Alone in the Dark*. Or *Alone in the Dark 2*.

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IMPOSSIBLE MISSION 2025

"It's impossible" they said. "It's a mission" they said. "It's a mission that's impossible" they said. Yes, it's MicroProse's Impossible Mission 2025, and it's here. Of course, that could be good — or it could be very bad. Hmm. Only Matt Broughton knows the answer.



Impossible Mission was, without a doubt, an absolute corker of a game first time round. Originally coded by Epyx (and not, as some would have you believe, The Bitmap Brothers who weren't even born then), it combined a number of arcade, strategy and puzzle elements to produce one of the longer-lasting snacks of the time.

If you enjoyed somersaulting, you couldn't help but enjoy the aimless bounding that was to be had throughout, not to mention the pure satisfaction gained by outsmarting those annoying robots as they homed in on you.

So here we are, an embarrassing amount of years on (and still playing games like the children you are — Harry.) faced with a follow-up — *Impossible Mission 2025*. So what's changed? Well, apart from the date, not a lot really. Elvin Atombender is still being a git, you're still up against a huge number of robots (being just as annoying as the original gang) and you still somersault like an, er... well trained 'somersaulterer...er'.

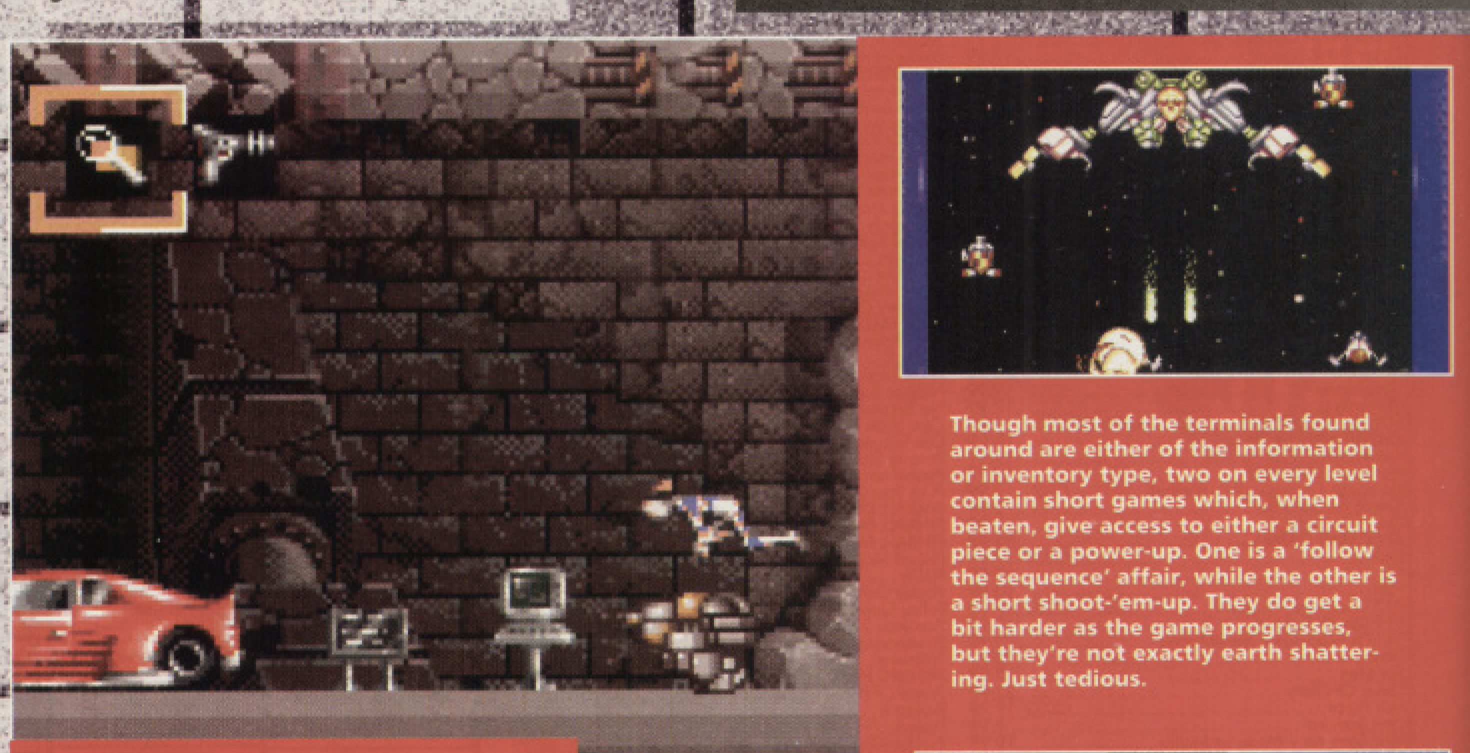
You can now play as one of three characters, and though each appears to do things almost identically, it's always nice to have a choice isn't it? Tasha is a hyper-gymnast (oh mama!) who graduated from the Moscow Republic university in 2023 as the youngest woman ever to receive a PhD in Applied Cybernetics. Thanks to SilkThreads implanted into her nervous system, Tasha has massively increased, electronically induced strength, skill and agility.

The other two characters are a Riot Ranger named Felix Fly, and a special operation robot called RAM 2 (or XR2297GF to his friends).

The manual is kind enough to avoid embarrassing us with some ploppy plot, so all you really need to know is that you've got to work your way across a number of immense levels, avoiding nasty robots and collecting parts of a 'jolly important computer chip' which must be pieced together in a 'slidey-puzzle' affair. Of course, there's still a large amount of platform-leaping japery en route. Great, eh?

I'm getting a bit bored with this intro to be honest, so I'm off to see if I'm funny in any of the captions or The Verdict. You coming or what?

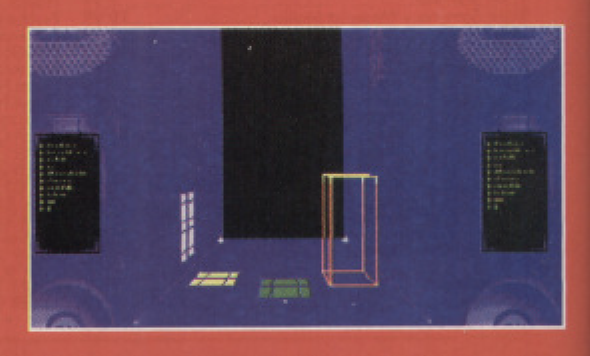
Some of the levels are quite wide, and though for most part you can run and jump your way across the sprawling areas, quite often you'll have to take the bus. Of course, when I say 'the bus', I actually mean 'the trans-uni-level-automatronic-vehicle' or something. These lads can be as simple as moving platforms, or as 'interesting' as car-like thingies. Whatever the case, they all do the same thing, and once you've jumped aboard (not as easy as it sounds with this control method) just stand back and wait for your stop. Mind the gap. Mind the gap...



Athletic little babe isn't she? Here Tasha is in mid somersault over a killer droid, desperately trying to get to the network terminal. These terminal can be used to locate other specific terminals, as well as allowing you to re-shuffle your inventory, not to mention solving the circuit puzzle once you have all the pieces. They're always worth logging on to, as you'll return to the last visited terminal should you be killed.



Though most of the terminals found around are either of the information or inventory type, two on every level contain short games which, when beaten, give access to either a circuit piece or a power-up. One is a 'follow the sequence' affair, while the other is a short shoot-'em-up. They do get a bit harder as the game progresses, but they're not exactly earth shattering. Just tedious.



TOYS TOYS TOYS!

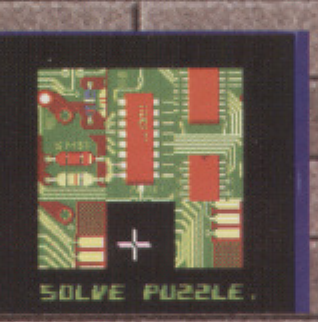
If you like cheese, you'll love these! Yes, gadgets and thingamies are in plentiful supply in *IMP 2025*, and here they are in all their glory.



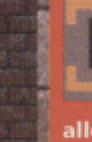
No real surprises here, my friends. Once you've got a needle gun, pull down and fire to, er, well fire, really. You only get one shot per gun, so make sure it counts. In honesty it's easier to jump the smaller robots, but it does come in handy when you've got a couple on your tail — not to mention getting rid of those huge guns on the later levels.



I know this looks quite smart, but it's not quite as funky as t'would first appear. This is basically a package that allows you to 'dress up' as ED209, thus confusing the robots, and granting you temporary invulnerability. The only problem is, that while you're busy being 'Robbie the Robot', you can't jump, search, or fire (even though you appear to have an enormous gun). As you can probably imagine, this is therefore a bit of a waste of time, as you spend ages waiting for the effect to wear off so you can get on with the game. Oh well, nice idea lads!



Worth its weight in gold, the Auto-solve device will sort out the circuit puzzle for you (providing you've got all of the pieces, obviously!). Having spent an incredibly frustrating half an hour with Harry, desperately trying to complete the sliding puzzle manually, I would recommend that you always, always spent the extra time necessary to find this device. Once you've got it, just sit back and watch as all the bits slip and slide into place before your very eyes. The magic of David Copperfield, the magic of David Copperfield, Copper Copper Copper Copper...



Yes indeedy! We most definitely like this little toy. The jet pack is about the only thing that saves Impossible Mission 2025 from becoming completely boring. It allows you to pass through platforms from below, thus negating the importance of lift positions. It also adds an element of shoot-'em-up-ness by introducing little spherical robots that float towards you and attempt to knock you to the ground.



Zool's back, and this time he's 2. Doh! Sorry, my mistake. This is, in its simplest terms, a toy giving limited invulnerability, tarted up to produce a shadow effect. Thankfully, you can still run, jump and search while cloaked, but can't activate any other toys until it's run out.



This magnifying glass is tres useful if you've got a long line of 'things' to search, especially if they're large items such as cars of desks. Once activated, this doubles the speed of your searching for a limited amount of time. Very helpful if you're being hassled on the toilet by chicks. Or robots. (What on Earth are you talking about? — Simon).

THE VERDICT

Boring boring boring! Yes, as you may have gathered, THIS GAME IS BORING! I'd love to give **IMP 2025** a good review as it lumbers along in front of my nose, belching nostalgia like a Thames Barge, but it's the sort of game that looks very nice and all that (if you like Film Noir, which I grant you was trendy again some time back in the mid 80s), but just leaves you completely blank after a couple of hours playing. To start with, things are quite fun, and you'll get some thrills somersaulting all over the place and playing with the toys. But after a level or two, you suddenly realise that you've now seen everything the game has to offer, and you're just playing for the sheer hell of seeing what the next level's backgrounds looks like. Forget about the graphics for a minute (because they're the only thing that warrants any praise) and consider the amount of 'chuckles' you're likely to have running over to things, holding the joystick 'up', and waiting to see if you've won anything. If you get something, er... great, and if you don't — just move on to the next one and do it again. The robots are completely unchallenging in their attack strategy (if you can call trundling up and down in a straight line an 'attack') and after a while you won't even bother shooting them because it's so easy to jump over them. The layouts are straight out of Yawnsville, with a number of annoying dead-ends, moving platforms and suicidal drops, tempting you to make blind leaps just to see if you can kill yourself or not. As I say, the graphics are nicely done, with some moodily-drawn backgrounds (if car parks are moody) and good animations, but most of the pick-ups quickly lose their novelty and can be safely ignored, while the 'sub-games' become tedious after a few goes. At the end of the day, you really have to ask yourself how long people are going to want to run around searching inanimate objects for, and if my experience is anything to go by, the answer's "not very long at all."

A1200

Publisher: MicroProse
Developer: In-house

£TBA Out Now

Hard Disk Installable

Jotstick/keyboard

Memory 2Mb | Disks 2

GRAPHICS	80%
SOUND	75%
PLAYABILITY	70%
LASTABILITY	70%
OVERALL	70%

CD32 **A5/600**

Both A500/600 and CD32 versions are planned for the end of June/beginning July. The CD32 will feature a number of improvements, while the standard version should be unaltered apart from a slight loss of speed.

IMPOSSIBLE MISSION 2025

THE INCREDIBLE CRASH DUMMIES

Stripped to his Bermudas we couldn't help but notice that Matt "had birthmarks all over his body. He couldn't quite explain it, they'd always just been there. Hmm hmm, hmm hmm." Well, he may have the wrong Crash Dummies, but I'm sure we can get him to review Virgin's version anyway.



In an attempt to break things up a bit, *Crash Test Dummies* comes complete with a between-level challenge. Here you must pilot a test car across a test course, doing your best to avoid piles of test bricks, test crates, test bottles etc. before you finally embed yourself into a test wall head on ("buckle your seat belts kids!"). This serves as little more than a tea break, but at least they made the effort.

I'll be quite honest, I know nothing about kiddies' toys these days. I mean it was all quite nice and simple in my time; you had cars, you had soldiers, you had sisters. Lovely jubbly — super easy. Nowadays, you don't know whether little Johnny's playing with a nice little pirate ship, or if he's about to twiddle it around a bit and it turn it into a huge monster death bast' robot from hell. That squirts fluorescent green vomit. Or something.

I'm reliably informed, though, that the *Crash Dummies* not only star in their own cartoon programme, but also have a number of 'action figures' (Action Men to you and me) which fall apart amusing ways if you throw them against a wall — which is, funnily enough, exactly what used to happen to my Action Man when he wasn't 'doing it' with my sister's Cindy doll!

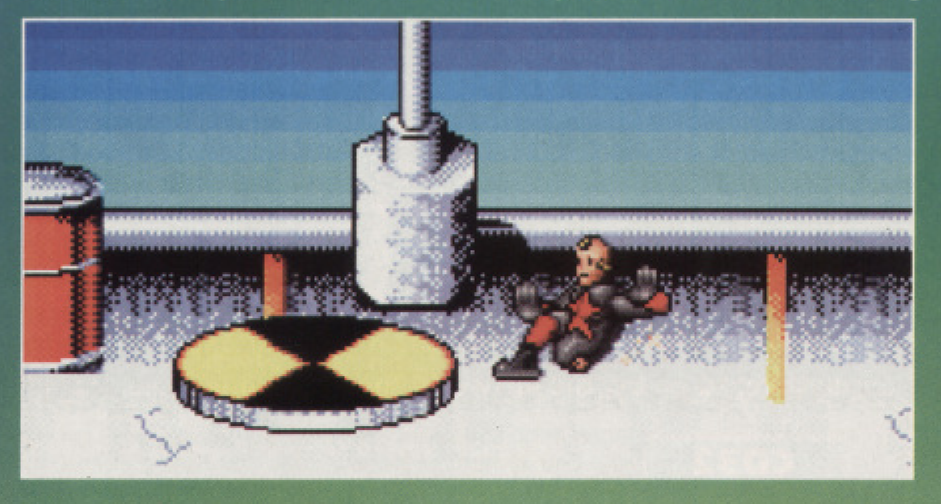
Apparently, these particular Dummies are more into road safety than anything else, forever spouting a number of useful messages on how to cross the road or how to fasten your seatbelt, etc. Of course, they display their message by demonstrating how not to cross the road, or not to buckle your seat belt with hilarious consequences. Just like in *Dad's Army*. Probably.

Anyway, in Virgin's game of the same name, two particular Crash Dummies, Slick and Spin, have to rescue Dr. Zub, who has been kidnapped by a nutter called Junkman. This git just can't wait to get his hands on the good doctor's latest invention — an invincible robot body, and apparently things could get very nasty indeed should this discovery fall into the wrong hands. Basically, then, it's down to you to work your way across 15 Levels to reach the aforementioned nasty geezer's lair.

For the most part, *Crash Dummies* is standard platform fodder, complete with er... some moving platforms, springboards, electrified floors, and a whole host of baddies out to get you.

You have a limited supply of spanners which can be used as weapons and more are available as pick-ups later on. You'll come across the odd screwdriver which acts as a health bonus, magically repairing any damage your dummy has incurred. I feel I ought to mention that as damage occurs, your limbs are amputated one by one. This is a touch disturbing to start with, as you find yourself hopping about on one leg, then dragging your mutilated torso along by your arms. The arms are last to go. One at a time. Is this entirely tasteful I wonder?

Dismemberment aside, there's nothing here that you won't have played before a hundred times, but who's to say that it's good or bad? Oh yeah, it's me isn't it? This way to 'The Verdict'.



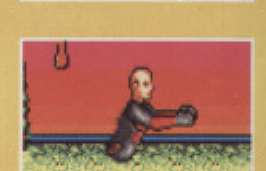
This is what you're after — the End Zone jump pad. This is a larger version of the spring pads you'll find around the platformed levels, and will launch you through the air and on to the next, er... zone. If you're wondering what I'm doing here, I'm sliding along on my bottom which is, incidentally, very handy for getting past some of the flying baddies.

OUT ON A LIMB

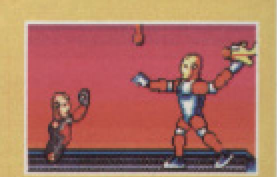
I realise that Monty Python perfected the amusing art of dismemberment in *The Holy Grail*, but *Crash Dummies* has taken gratuitous amputation to new heights, with the first torso-only main characters. In gaming, this is not the generally accepted er... shape for heroes, but it must be said that a torso is a bit more useful than you might at first imagine. Let me explain...

Here I am, feeling quite happy, and sporting all four limbs. I know I run a bit disjointedly, but what the hell, I am a dummy after all.

Oops! A brief collision with a small aeroplane and one of my legs appears to have fallen off. Never mind, in true 'My name's Spiggot, I've come about the part as Tarzan' style, I'll just use my remaining leg to hop across the dangerous terrain. Sorted.



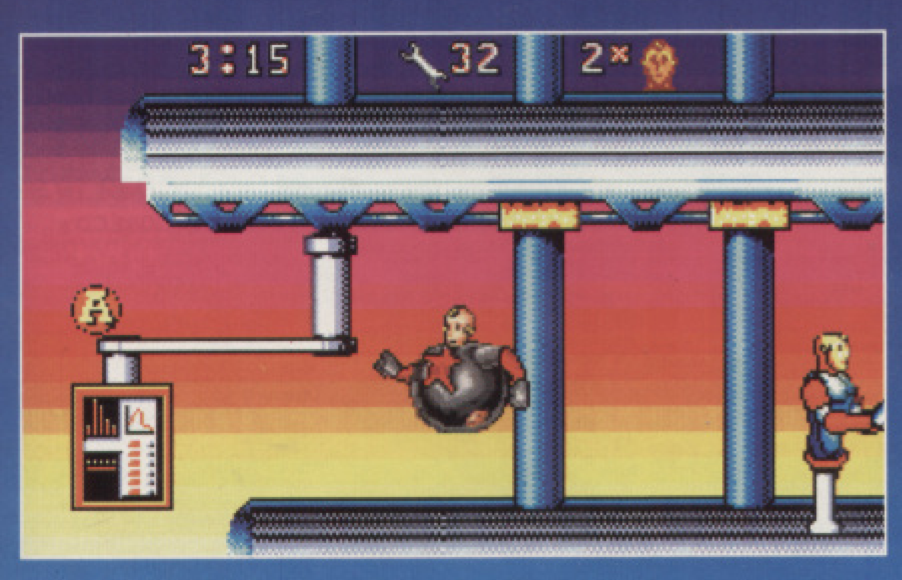
Doh! This really is getting a bit silly! Now I've got to drag my legless body across the floor. No wonder my hands are in the state they are! Anybody got a skateboard?



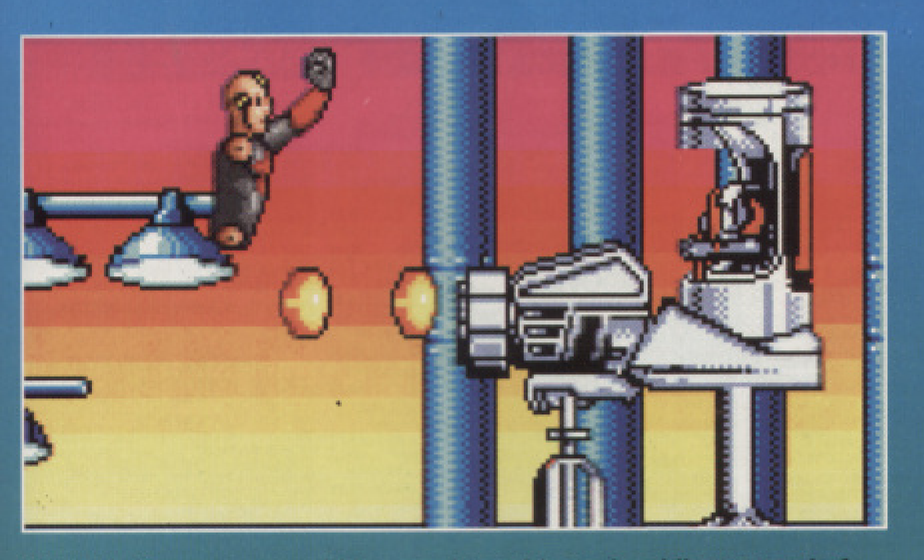
See what happens when you bite your nails. The only chance I've got here, is to sort of hurl my weight in the air and use my remaining arm to get some forward momentum. Oh look, here's that git responsible for chopping off my leg. Come here, I wanna' bite ya knees!



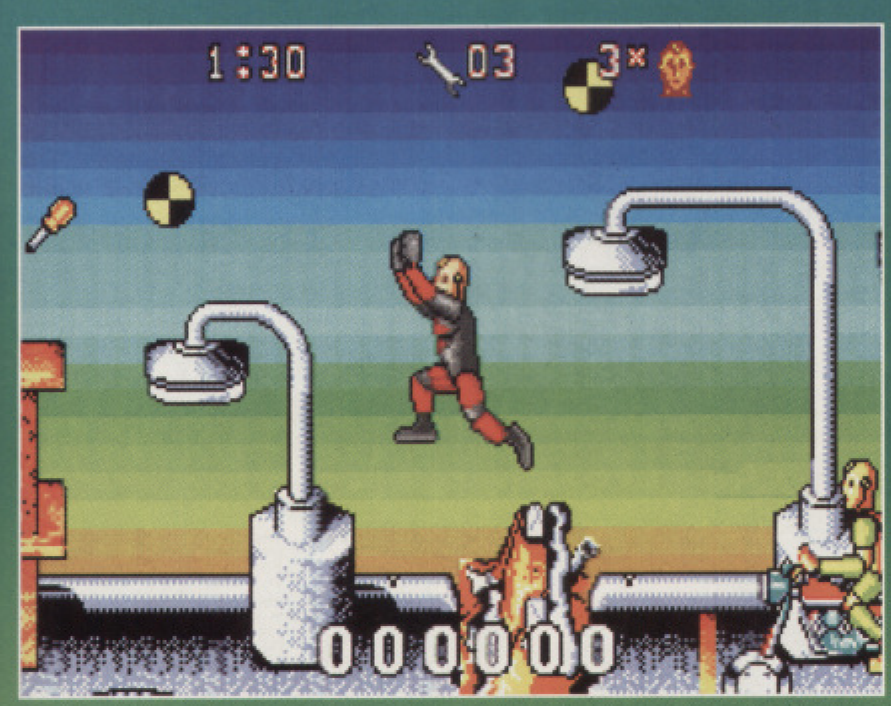
Oh great! Now I look like a jelly bean! This really is the last insult. All I can do is chuck myself along and hope that I can reach that screwdriver before someone kills me.



Versatile chaps these dummies, aren't they? By collecting the special 'A' icon (left), you can inflate you dummy and pilot him around for a limited amount of time, flying over nasty obstacles, and generally zipping around the place. Some levels are centred around this style of play, with you floating from pick-up to pick-up, trying to complete each journey before the effect wears off.



What platform game would be complete without the obligatory end-of-level guardian? So what does Crash Dummies have to offer us? Well, how about a sort of big machine with a fitted egg whisk? No? Okay, what about an enormous demolition crane, complete with huge swinging balls? (Oh please! — Simon). Well, whatever your fancy, chances are you'll find them here —funnily enough — at the end of each two-phased level. (Is that French toast being fired at me or what?)



This is about as generic a picture I could take of the first level, showing some of the items on offer. The small 'test' circles are well worth collecting just for the bonus points ,while the spanners add to your weapon supply. The other dummy on the bike will injure you should you collide, but never fear, the screwdrivers will sort you out and return you to your fully-imbed form. This is the worst level of the game, but well worth getting past just to pass onto the platform stuff.

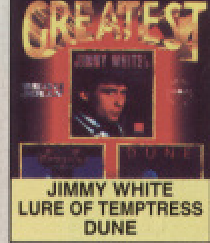
THE VERDICT

A500/600	
Publisher: Virgin	Developer: In-house
£19.99 Out Now	
Not Hard Disk Installable	
Joystick	
Memory 1Mb	Disks 2
GRAPHICS	68%
SOUND	79%
PLAYABILITY	76%
LASTABILITY	77%
OVERALL	79%

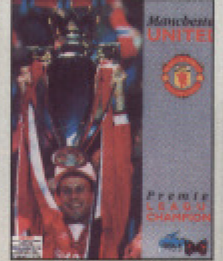
Bloody hell! I quite like this — how embarrassing! The reason I say "how embarrassing" is because when I first loaded this up, I called everyone over to my screen for a good laugh. Imagine, then, the disbelieving looks I got when I claimed to be enjoying myself. Yes, at first, **Crash Dummies** looks as though it should be a crap budget release, but once you get past the first two dodgy levels and on to the more platform-oriented stuff, there's actually some decent gameplay in there. Sitting in the office next to Harry is an interesting experience because he often shares with me his innocent thoughts as I play games. I mention this, because even though something like **Impossible Mission 2025** may look the part, I have to agree with old Harold when he says that "That dingy and repetitive monotony is about as 'atmospheric' as the gents' at Watford Junction. At least **Crash Dummies** is fun!" **CD**'s graphics do deserve a fair beating because there's really no reason why anyone should have to resort to crappy-looking characters these days, but again, better to have a pooey looking game that's okay to play than a visually breathtaking one that's crap to play. **Microcosm**. (Oh sorry, just clearing my throat!) The difficulty level is quite nicely set, giving you enough to worry about without leaving you feeling as though you won't get further next time, and though some bits are a tad frustrating, you will get past them eventually. It's also good to see that a bit of thought has gone into the design of each level, often calling upon different skills from zone to zone. At the end of the day I'm not going to award an enormous mark to **Crash Dummies** because it's essentially a run of the mill platform game with no particular originality to speak of (except for the limb-lopping bits, of course) but in closing I'd like to say that for twenty quid you could do a lot worse than this if you fancy a decent platform game.

A1200 **CD32**

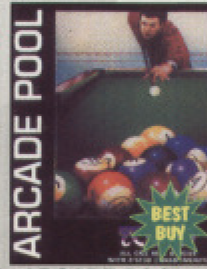
There are no plans to produce a specific version for either the A1200 or CD32. If I had anything more to tell you, this is probably where I'd do it. Unfortunately, I don't. Anyone fancy a song..?



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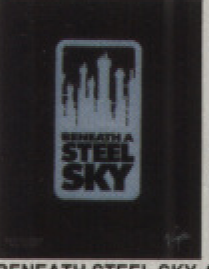
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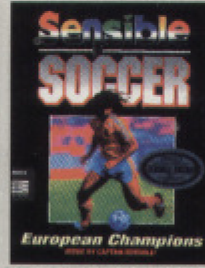
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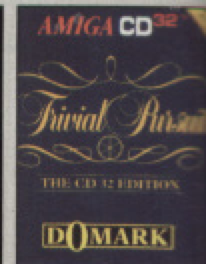
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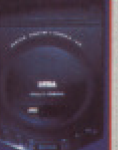
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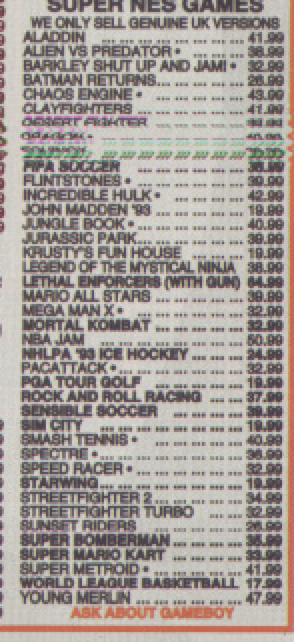


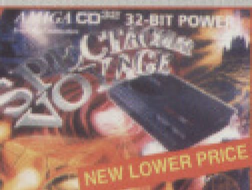
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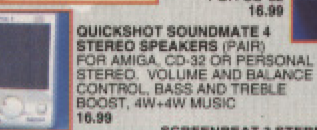
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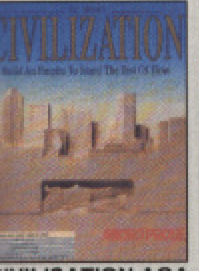
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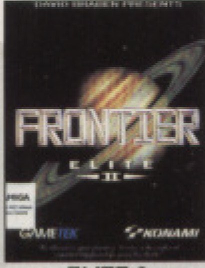
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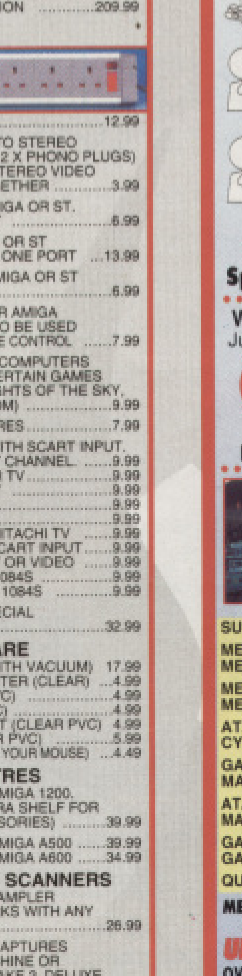
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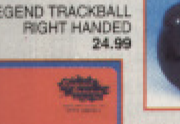
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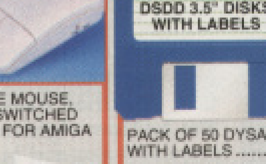
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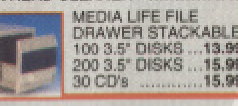


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SUMMER OLYMPIX

He runs, he jumps, he even throws pointy sticks quite a long way. Yes Matt Broughton must be playing Flair's latest CD32 sports game- and look. He's challenging you to a fight. Right! Outside now!

"Over here!" called Andy, looking ever-so-slightly bloody hilarious in his Speedo posing pouch. The beach-ball flew overhead, as the bespectacled Editor of Britain's Biggest and Best Amiga Games Magazine effortlessly palmed the ball back across the net.

It was glorious weather; not a single cloud spoiled the sky, though the the sight of Andy and Simon flexing their well-oiled bodies in the heavenly sunshine — Andy, an improbable shade of bright red — put a few people of their picnics. Nearby Matt posed provocatively in the surf. "Where's Harry?" called Simon, "I thought he might fancy a quick game of volley ball."

A lone figure somewhat further down the beach lobbed a stone in the general direction of the group, narrowly missing the ever-popular Welshman known simply as 'Git'.

"Who threw that? It could've hurt me quite badly." moaned Andy, in that special whining voice we all love. "Oh that was Harry." Replied Matt, looking like a bronzed god. "He's sulking because I told him how silly he looked in his one-piece 'bathing costume'."

"SOD OFF!" returned the voice in the distance, "You're all a bunch of gits and I hate you!" Another pebble flew through the air, gouging a chunk of flesh from Andy's thigh. "Good shot Harry." Simon called, desperate to make the old bugger feel like a part of the team.

"What's his problem?" winged the leek-loving softmint, nursing his dripping leg, "You'd think he'd be grateful for a day on the beach, and anyway, he does look bloody stupid..." Andy's cursing was halted abruptly by another sickening thud as a small piece of flint embedded itself in his forehead.

"Come on Harry!" Shouted Matt, "It's alright, Andy's unconscious now. Come and have a game of *Summer Olympix* from Flair."

"Why?" grumbled the once young and possibly interesting Production Editor, "Is it any good?"

All eyes turned to Matt. "Well, old chum," breathed Simon, "Is it any good or not?"



Special Moment: The finish. Believe me.

Event: The 1000 metres Kayak
Qualify: Complete the course in under 1 minute, 42 seconds.
This is the most uninteresting of all the events and is as simple as they come. You basically have to work your way through a fairly boring course, avoiding rocks and river banks, as well as steering through ten flagged gates. Pushing forward makes you move forward, while left and right make you go, er... left and right. (God, that was almost as interesting as Boot Sector — Simon).

Special Moment: If you're really crap, the player will turn around at the end of the round, shout a few obscenities, and then shoot you a couple of times — shattering the screen. Fan-tastic!

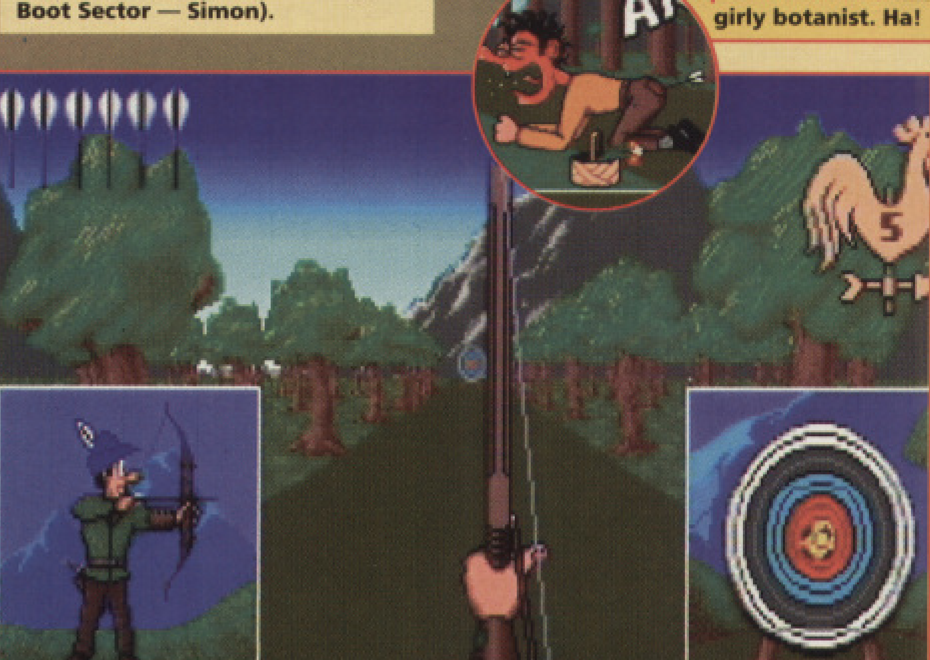
Event: Skeet Shooting
Qualify: End with at least a 55 percent hit accuracy.
This is one of the more interesting events, though still remaining nice and simple. All you need to do here is move the cross hairs around the sky with the joypad, shooting the clay disks as they launch from either your left or your right (and sometimes both at once). You only have one shot per disk, so you need to time your shots carefully if you're to end with a qualifying accuracy rating.

Event: 100 metres sprint
Qualify: Complete in under 12.1 seconds.
Hardly an event that needs describing, the 100 meters sprint is a straight, no holds barred, joypad frenzy. Line up against your opponent and once you hear the starter's gun, hit the red button and then 'run' with the front trigger controls as fast as your little fingers can manage. It's rare that you'll beat the CPU, but qualifying should prove no problem at all.

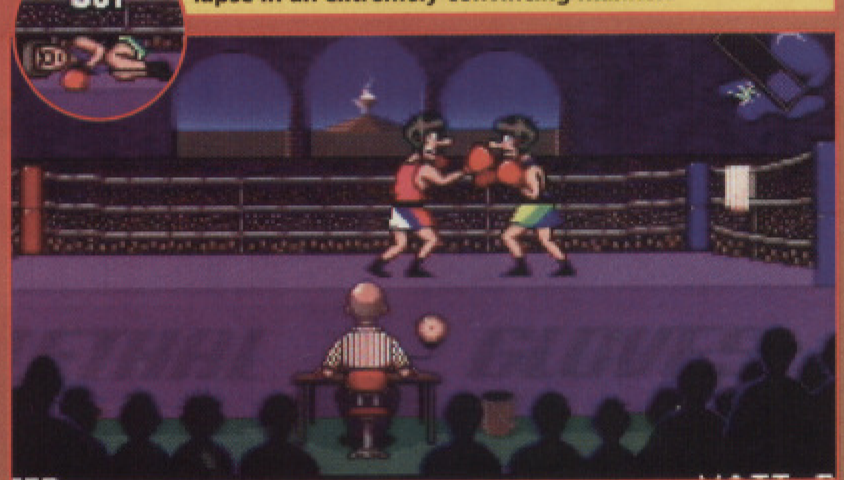
Special Moment: Hulk Hogan making a guest appearance.



Special moment: Missing the target and murdering a girly botanist. Ha!



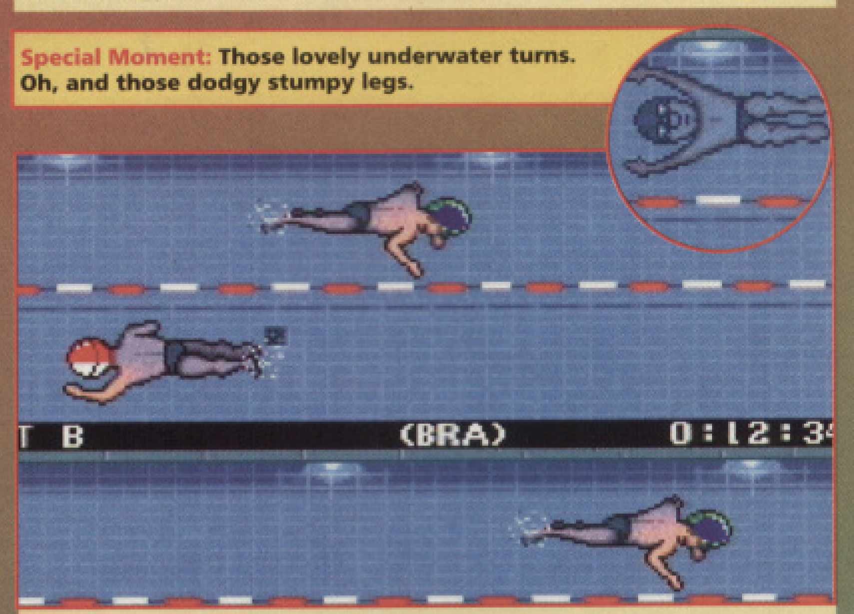
Event: Archery
Qualify: Score at least 42 points with six arrows.
This is, without a doubt, the best event in the entire game, and the only real part of the product that looks vaguely like it needs to be on a CD32. You view the event in first person perspective (i.e. behind the bow) and set the power of the shot by freezing an animated archer in the bottom left. You then have to click onto the bottom right target, which wanders around in a random wobble, and as long as you've taken the wind direction into account, you can release your arrow. WHOOSH! Yes, in superb *Prince Of Thieves* style, you fly along as the arrow itself; the trees whistle past and it's all very exciting.



Special Moment: When you get knocked out, you collapse in an extremely convincing manner.

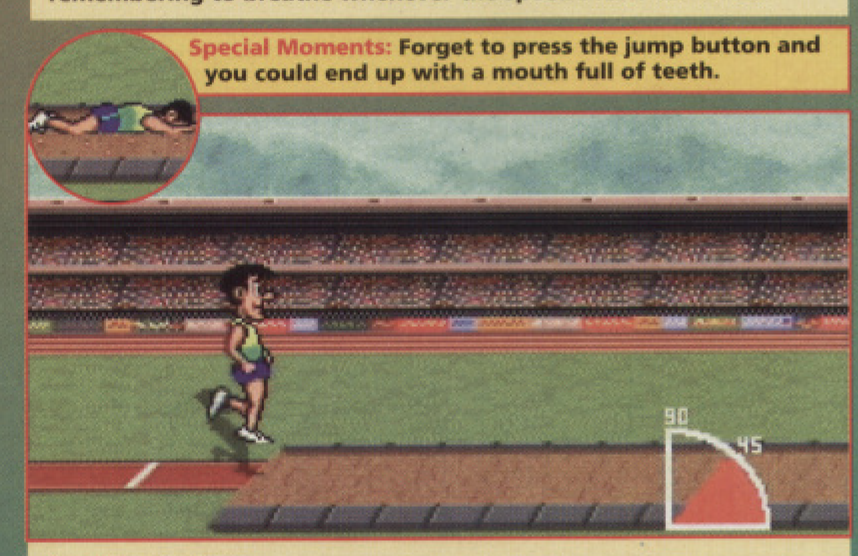
Event: Boxing
Qualify: Beat the other opponent
Though this part of the game isn't exactly *Panza Kick Boxing*, it is one of the more interesting events, allowing the player to get just a few more moves out of the joypad than any other event. A simple face to face affair, you must either beat your opponent by wearing his stamina away and knocking him out, or by lasting three rounds with the most impressive number of hits scored. Hooks, jabs and fully facial shmacks are all available — just keep an eye on your own energy level in the top right.

Special Moment: Those lovely underwater turns. Oh, and those dodgy stumpy legs.



Event: 200 metres dash
Qualify: Complete four laps in under 42.5 seconds.
This is very similar to the swimming event people might remember from *Hyper Sports*, being nothing more than the 100 metres, but with added 'breathing'. The turns at the end of each lap are automatic, leaving the player to worry about diving in after the starting whistle has been blown, and then 'running' as fast a possible — remembering to breathe whenever the speed meter turns red.

Special Moments: Forget to press the jump button and you could end up with a mouth full of teeth.



Event: Long jump
Qualify: Need to jump at least 6.5 metres in three attempts.
Again, this is standard fodder to anyone vaguely familiar with the sporting genre of computer games — with the good old 'angle display' in the corner, and the speed bar up the side. The basic aim here is to pick up as much speed as possible, and then to hold down the red button until the 'angle display' has climbed to the desired, er, angle. When the button is released, the competitor will (hopefully) jump as required. This takes a bit of practice as you need to start your 'angle preparations' quite a bit before the line.

THE VERDICT

Blimey! I'm quite pleasantly surprised to say that this isn't the embarrassing pile of dog's mess that I'd expected — in fact I'd go as far as to say that I've really quite enjoyed myself while reviewing **Summer Olympix** (though that might be because the sun's just come out and Harry's bought me a Cornetto). I'm still unsure as to whether I'd be quite so happy if I'd just spent 20 quid on it, but there's a fair bit of fun to be had, even though there are a couple of events you get sick of playing after a while (the long-winded and repetitive Kayak race springs to mind). The grumbles are fairly small, but apart from the aforementioned Kayak (why didn't they create a random course each time?) you can expect to be annoyed by the seemingly un-knockdown-able CPU boxer who must be pranced around and avoided until you win on performance, and the javelin and long jump with their impractical timing requirements. Though you'd expect more from a CD product, the graphics are quirky and not unpleasant, while the sonics are limited to little spot effects and sampled "on your marks..." etc. Unfortunately you can only play two players if you own two joypads (couldn't it have been tailored to support joysticks as well?) but as far as the controls go, it's not too bad having to run with the trigger controls, although it scrambles your brain a bit trying to keep your fingers 'peddling' while your thumb sods around trying to get angles right for javelin throws or long jumps. A big plus to the game, which I'd like to thank the programmers for, is the 'Event Juggle' option, which means that there's no set order to the events, and though you can't select to play your favourites, at least you know that you'll get to see all of the different games in a relatively short period of time. So what can else I tell you? It's good old fashioned fun — and I'm sure it will be more so should you find a friend with a second joypad.

CD 32

Publisher: Flair
Developer: In-house

£19.99 Out Now

Not hard disk installable

Joypad

Memory 2Mb | Disks 1(CD)

GRAPHICS	79%
SOUND	77%
PLAYABILITY	77%
LASTABILITY	78%
OVERALL	77%

A5/600
A1200
There's a good chance that this will appear at a budgeted price for the standard Amigas around July time. I doubt there will be too many differences, but — hey — who am I to say?



BANSHEE

Core Design's first venture into shoot-'em-up territory since, ooh, Blastar, is marked with an AGA-only blaster calling for only the sternest gamer to tackle. Andy Nuttall wades in with both flippers.

Sven Svardensvart looked out on his beloved Earth and sighed. He knew that this beautiful world was under threat from Styx, the mind-numbingly awful mid-70s American 'pop' sensation (no, that's the wrong Styx. This is the Styx Empire, terrible aliens capable of appaling brutality — Simon). Anyway, the Styx lead singer... er, emperor, Blardax Maldrear, reckoned that because Earth had not yet suffered at the hands of any inter-galactic crazy dictators, it's about time it did.

This isn't the Earth we know. There have been no world wars, and the lack of any other serious trouble (bar some pretty hectic squabbles over queue jumping at bus stops) meant that the Earth's military forces hadn't developed anything more frightening than an umbrella with a pointy end and a propeller-powered fighter plane. Though 'a good thing' as far as world peace is concerned, this lack of aggressive fire-power looked like making any invasion by alien killing machines... well, a bit of a pushover.

And, so, with the awesome hardware available to Blardax it looked like Earth could soon be in his power; those beautiful blue seas, those lush, green, forests, and those long, golden beaches (©*The One* Tenuous Links 1994).

Sven (or "you", as it transpires rather unsurprisingly, that you must take the part of the hero), pulled on his helmet and climbed into his aircraft. He knew that the situation called for action, and 'action' of the hottest and most violent kind was exactly what was coming to the vile Blardax. It needed a skilled individual, a versatile aircraft, and a mind so fearless that even the Phreenian Foot-Toad would cower pathetically in its presence. And, hey, without the dynamic er... Welshnosity of Andy from *The One*, Sven just had to do it. Alone.

As we join the action, Blardax has positioned his fleets in four key areas: The Atlantikan Ocean, Styx City (renamed after the takeover, obviously), the Arctic Wastes, and the Aridone Desert. Sven's mission is to utterly and completely slaughter the Styxians on his planet, and then zoom off into space in search of the Styxian's revolting home world. To complete this last mission it's necessary to modify Sven's aeroplane, to add the er... bits necessary to make a ship fit to reach the stars. It's a tall order, but Sven enjoys nothing more than a challenge...



Banshee doesn't just have end-of-level baddies, it has baddies all over the place. Each level has two or three hard-cases which need more than the usual number of bullets to destroy, but these huge bombers are just a taster for things to come.



The three submarines are one of the more difficult baddies to kill. Basically because there are three of them. They have three stages of attack: a little guy with a Tommy gun pops his head up first, followed by a brace of homing missiles. To add a little garnish, the subs save their best arsenal until last.

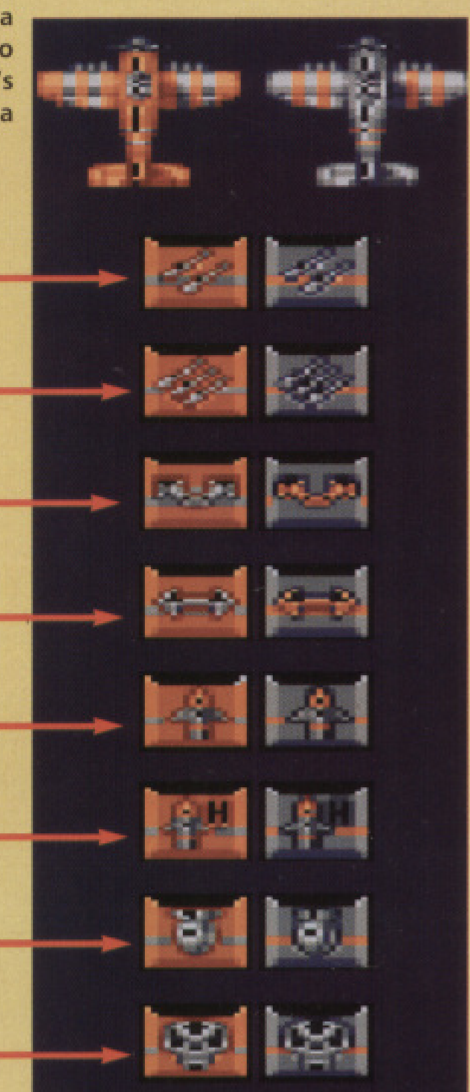


The desert past the climate barrier is a dry, dusty Hardware-style scenario, where rusted-out war machines use you for a long-forgotten target practice. Colonies of sand-dwellers still exist around here, apparently, and presumably they think you're the enemy because they fire at you like there was no tomorrow. Obviously mad. As Mahdis.



GUNS 'N' AMMO

All good shoot-'em-ups have a variety of pickups to tag onto your original pea-shooter. Let's fill some space by looking at a few of them, shall we?



DOUBLE SHOT
Self-explanatory. Two shots instead of one. What, are you thick or something?

TRIPLE SHOT
Now, think before you ask. Double shot is two, so what's Triple shot? Yes...

45° SHOT
Shoots at 45° angles (strangely) as well as straight ahead.

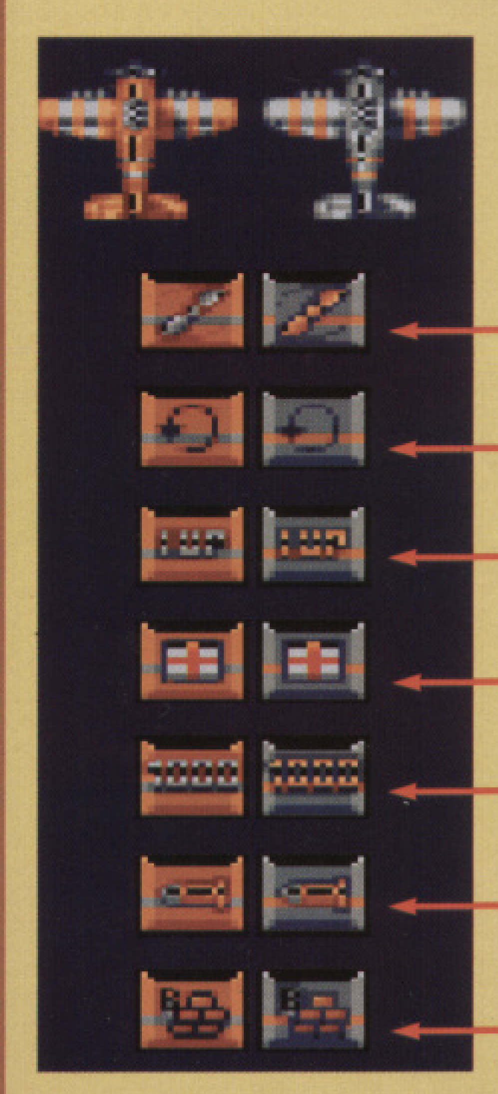
SIDE SHOT
Er, shoots sideways. God, what's the point? (Yes, exactly — Simon)

MISSILES
More potent than ordinary bullets, but fire less frequently.

HOMING MISSILES
Like Missiles, but home in on nearest target. Makes your ship rock hard.

BOMBS
Look, it's a bomb, isn't it? You wouldn't want one of these down your pants.

SMART BOMBS
Good-looking versions of bomb... oh, all right. Mega-bombs that kill everything.



SPEED UP
Increases acceleration and speed. In a tight spot? Get on of these.

LOOP
Gives one extra Loop. Enables you to get out of trub by looping-the-loop.

EXTRA LIFE
The best thing ever. Adds another craft to your dwindling line up.

EXTRA SHIELD
Gives you a massive amount of shield, and a little bit of invincibility.

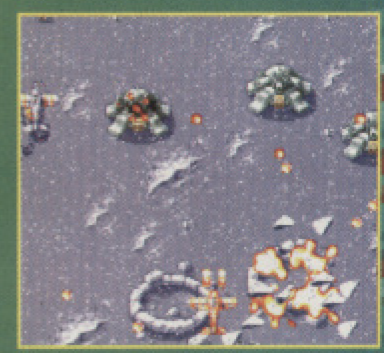
EXTRA POINTS
Does nothing except add to your score. Only useful if you fancy yourself.

FIREPOWER
Gives your weapons that added "oomph", so they kill better and faster.

BUILD UP
Adds power to the craft's functions. Collect three for a super killing machine.



This is how you begin the game, flying across open seas and picking off ship after ship, which gradually become larger (that's different successive ships, of course. They don't grow individually.) A few planes make their entrance at this time too, but they're pretty furtive and shy, and hence easy to blast.



In the Arctic you naturally have to cope with igloos and their inhabitants. These are crazy Eskimos, though, who would (and indeed do) explode their homes in the hope of catching your 'plane with a heavy shard of ice. These are particularly decent explosions, incidentally — so good that you sometimes forget that they're killing you as you stop to admire them.



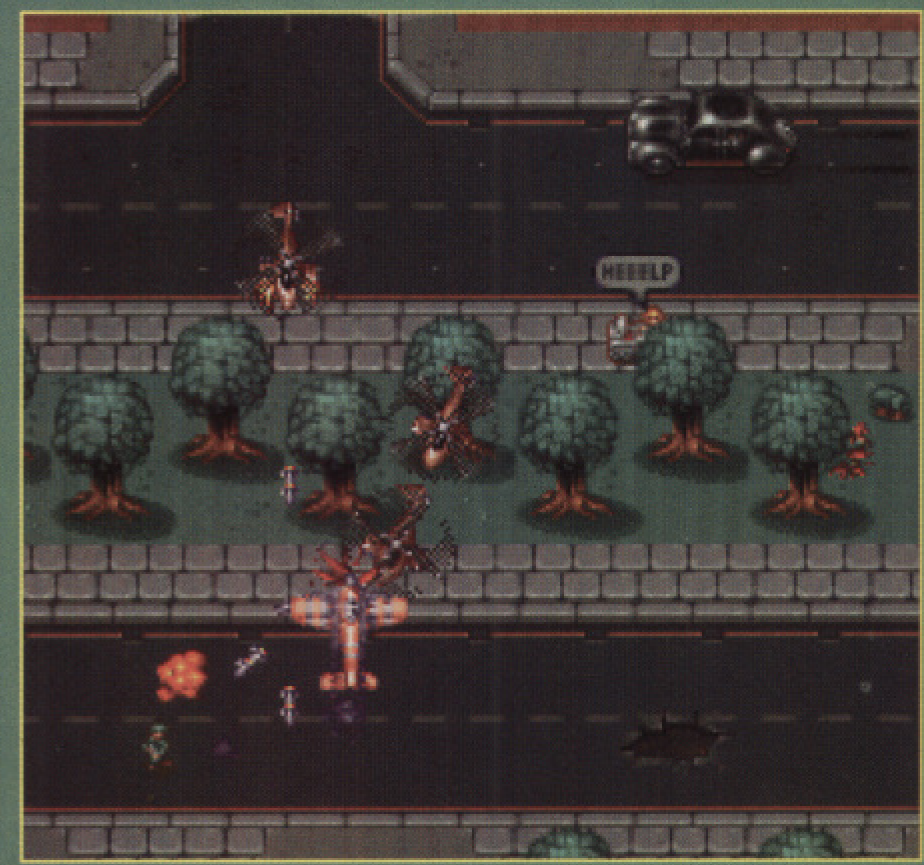
Heavy-duty engines pull mortar launchers sideways into view, so it's best if you can get rid of the engines first. If you don't, then you have to deal with the added mortar firepower — and then the going gets exceedingly tricky. You have been warned.

Aaaaaargh!
A house
Aaaaaargh!
Aaaaaargh!
A helicopter
Aaaaaargh!
Aaaaaargh!
Aaaaaargh!
Aaaaaargh!
Aaaaaargh!



Weather plays an important part in *Banshee*. As if it wasn't difficult enough to see the damned blighters, much of the level is obscured by some-effect-or-other, whether it be rain or fog. This translucent fog effect scrolls in parallax, giving the impression that it is drifting separately from the ground.

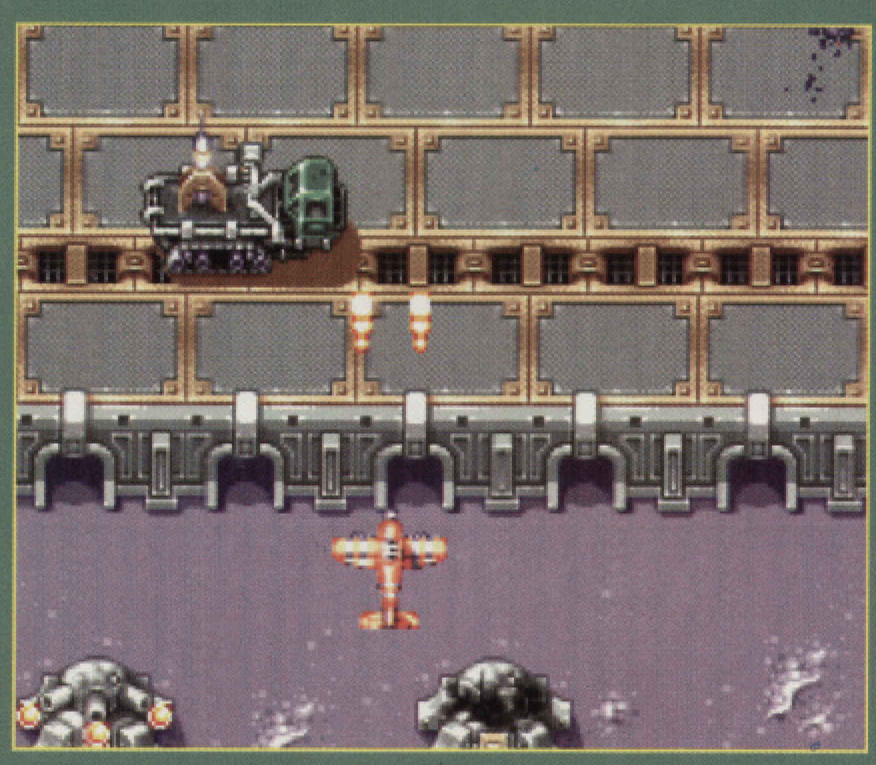




If you happen to have the cheat-mode activated (see Kill Zone in a couple of months, gore-fans) you might witness the odd civilian — and even kill them for extra points, if you're lucky. This one was a mother pushing a pram: but don't worry, Mr Moralist, the baby can't be killed (although its mother dies horribly and lets go of the pram, which continues to roll precariously down the street...)

The final level four is a blast into space, seemingly a tribute to the great Xenon 2. The idea is to reach and destroy the home planet of the Styx race. After outer-space you reach a Styxian space station, and then finally Planet Veenix itself. The huge domes here contain nasty mutated plants which can be easily destroyed by breaking their protective covering.





Level three takes you across the spectrum of climates from Arctic Wasteland to hot, arid desert. Separating the two is what Core calls the "climate controller", a structure which apparently prevents hot air travelling the couple-of-hundred yards over to the cold bits. Seems an unlikely scenario to me, but then this is supposed to be 1999, er, five years into the future.

Ah, now this is what I call an end-of-level boss. The giant crane is a real sod to beat, simply because he has the entire screen covered. You know that usually there's a place you can hide, where you can't be killed? Not here, there isn't — and this is only level one!







In level two the objective is to find the equipment which can make your aircraft space-worthy, and the city guardians aren't giving it up lightly. This is suburbia, a place which the Styxians have managed to make their own already. Troops mingle with civilians, and so you'd better watch out just who you're shooting.



It took a while to work it out, but eventually I realised that you can't fly past the tall parts of this bridge. I'm not just being thick, you understand; there's no warning that the bridge is potentially lethal, it just kills you. To death. Then I realised that each level has high structures which you must avoid: church spires, canyon sides, that sort of thing.



THE VERDICT

The Amiga was at the back of the queue when the great Gaming God handed out mindless shoot-'em-ups. Apart from the odd notable exceptions, **Xenon 2** and **SWIV**, Amiga gamers haven't really had a chance to relive the old days when it didn't seem out of place to break a few joysticks in the name of a good blast. Core Design, not always the re-writer of history books but usually a purveyor of quality games, has come up with a blaster to test everybody's fire-button finger with **Banshee**. The game's a great roller-coaster ride to hell, and it takes every ounce of concentration to keep the cool-hand and clear head even for the most hardened game-player. Things happen quickly to prevent you from thinking too hard about playing the game: instead you must rely on the speed of your reflexes and the indestructibility of your trigger finger. Core has taken the decision to make **Banshee** an AGA-only game, which means that A500/600 owners will miss out, but it also means that A1200 and CD32 owners get the kind of game which you don't come across very often. One that's graphically excellent, that uses the speed of the machines to throw hundreds of enemies on-screen simultaneously with no slow-down, that adds in a second simultaneous human player for two-player teamwork, and really works the sound chip with stunning FX and throaty aeroplane drones. The sheer number of enemies means that the going can get really tough, but at the end of the day (Brian) you know that if you get killed, it's your fault — and not some frustrating situation which even a master gamer couldn't get out of. The two-player mode really brings in a whole new dimension to **Banshee**. Each player receives separate power-ups, so there's no competition save as to who makes the most kills. Each player's energies are concentrated into wiping out the enemy, and that makes for a brilliant game. They'll be talking about **Banshee** in years to come.

A1200

Publisher: Core Design
Developer: In-house

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GRAPHICS	91%
SOUND	88%
PLAYABILITY	90%
LASTABILITY	85%
OVERALL	89%

CD 32 / **A5/600**

The CD32 version of *Banshee* will probably have two small sublevels to add to the ones already there, and maybe garnished with a bit of 6-channel sound. If the two AGA versions do well, then maybe we'll get an A5/600 version. Let's hope so.



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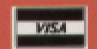
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UPDATES

Ahh! Feel that gorgeous sea spray on your face. Smell the seaweed rotting under your flip-flops. It really makes you glad to be alive — a bit like all the updated games currently appearing on the A1200 and CD32. Grab a bucket and spade as Matt and Andy frolic in the frothy berm.

Fire & Ice

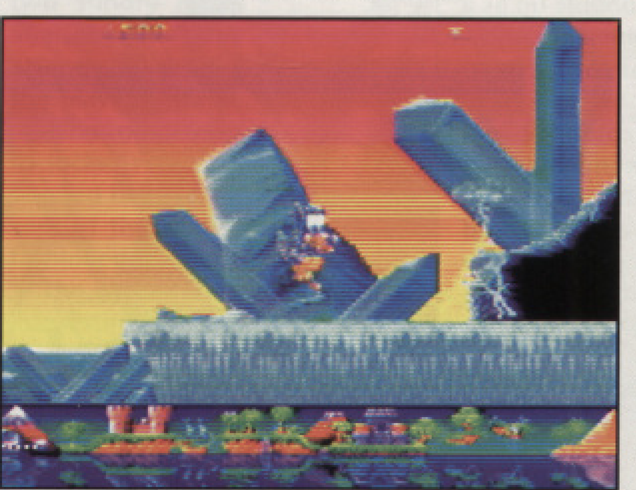
CD32; Renegade £24.99

Oh, I dunno — I mean what can you say about platform games these days? Eh? Either you take the view that a platformer, well made, can hold its head high with the best of them; or you can slate them all for being too samey. Personally, I like to take each platformer on its own merits: take *Rainbow Islands*, *Soccer Kid*, *Arabian Nights*, and the *Mario* series on the Nintendo as examples. Good games all, no?

Fire & Ice CD32 is undoubtedly a good platformer. Forget the splendid graphics, the assortment of cute enemies, the multi-level parallax, and the excellent CD soundtracks, because even when stripped down to the bare knuckle it's still a great game. After a few plays I was cursing Graftgold for leaving the jump button as up on the joypad (the dreaded "up-to-jump" scenario upon which I tend to wax lyrical from time to time) but thankfully I found that they've included an option to change jump to one of the separate buttons.

The different worlds of *Fire & Ice* correspond to different climates — hence "Fire" and "Ice", see? Beginning on an Arctic world, where everything is slippy-slidy and avalanches are common, the controls seem difficult and fiddly, and jumping between platforms is quite a delicate test of your pixel-perfection. This isn't a great world to begin on, really, because it's one of the more difficult — but presumably if you can get through this, you can through any... blah, blah.

Cool Coyote ("you") goes through the game armed with an infinite armful of ice pellets. These are great for freezing the enemies so that you can dislodge them and pinch their keys; which (of course) you need to get through to the next level. Not all of the enemies carry keys, though, so you really need to search through and kill everything that moves to be sure of getting all the keys you need.



In true plagiaristic platform praxis, the next world is rainy and cold — North Wales, to be precise — while we're next treated to an underwater scene and a sunny clime respectively.

The game's long enough to be a challenge, the controls are responsive enough to suit the CD32 joypad, while the enemies and graphics are varied enough to keep your interest longer than, er, not. So, there you have it — a decent game, really. [AN]

Overall 86%



Tornado A1200

Digital Integration £39.99

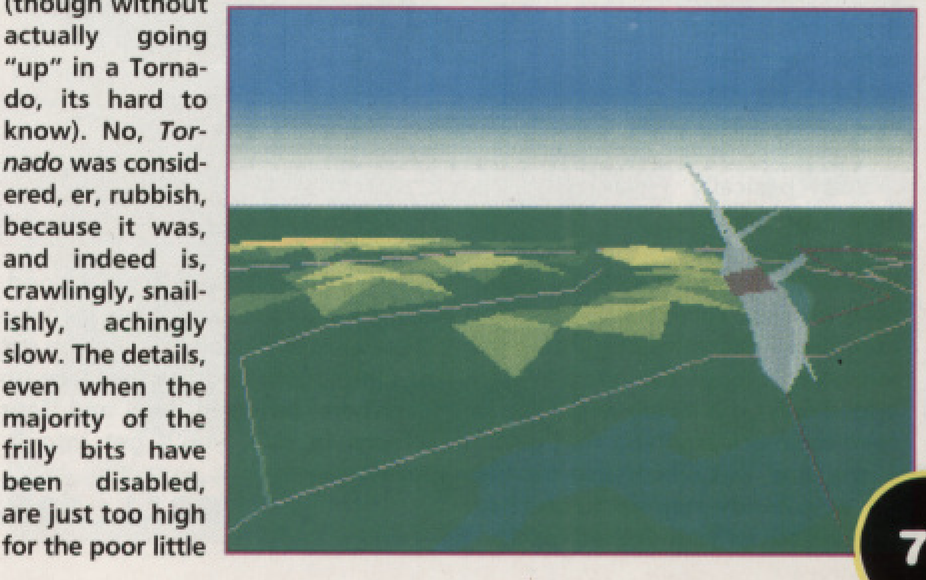
The chances are, if you've got an A1200, then you play games on it. Hardly surprising, because you're reading Britain's Biggest and Best Amiga Games Magazine, but let's take a closer look at the games you play. Possibly platform games (after all, there are enough of them around), shoot-'em-ups, driving games... ooh, everything, really. Except techie flight sims, perhaps...

You see, the Amiga doesn't like flight sims. Everybody knows that it's capable of blinding arcade games, but flight sims are the gremlin in the machine. The original A500 version of *Tornado* received a mere 43 percent from a certain M Broughton; not because of its lack of technical detail (there's loads of that), and certainly not because of its lack of accuracy (though without actually going "up" in a Tornado, its hard to know). No, *Tornado* was considered, er, rubbish, because it was, and indeed is, crawlingly, snailishly, achingly slow. The details, even when the majority of the frilly bits have been disabled, are just too high for the poor little Amiga to cope with. Playing the original game on an A1200 or an A4000 is quite a nice experience. Although you need probably, ooh, 20 fingers to operate all the keys and the mouse simultaneously, once you get to grips with it, the game becomes a pleasure to play (as long as you keep that propeller firmly strapped to your head).

Contrarily, we now have the actual A1200/A4000 specific game. It is enhanced, which is commendable, but sadly the enhancements only serve to slow it down even more than before. So, with all the glittering additions, 256-colour graphics (although it looks more like 32), better sound etc etc, it still runs like a dog with three legs, and to get any enjoyment out of playing it, you really need to switch all those bits off. Not so good, then.

The fact that it's hard drive-only is definitely A Good Thing™, because playing this from floppy would be a crippling experience. From hard drive the presentation parts of the games flow by smoothly and dreamily, but it's just a shame that the speed of the actual game lets it down. A real missed opportunity, then. [AN]

Overall 53%





CHUCK ROCK 2 Son Of Rock CD32

Core £29.99

Chuck Rock is a troubled bloke. As a successful business man, he now faces a number of rivals, each striving to own a company as profitable as Chuck's car factory. Unfortunately, one of these rivals — Brick Jagger (groan) — has decided to take matters into his own hands and has kidnapped our hero. Fairly obviously, Chuck's family are horrified — in particular Chuck's young son. And so, grabbing his trusty club and breaking out of his crib, the young Rock sets out to rescue his flinty Pop.

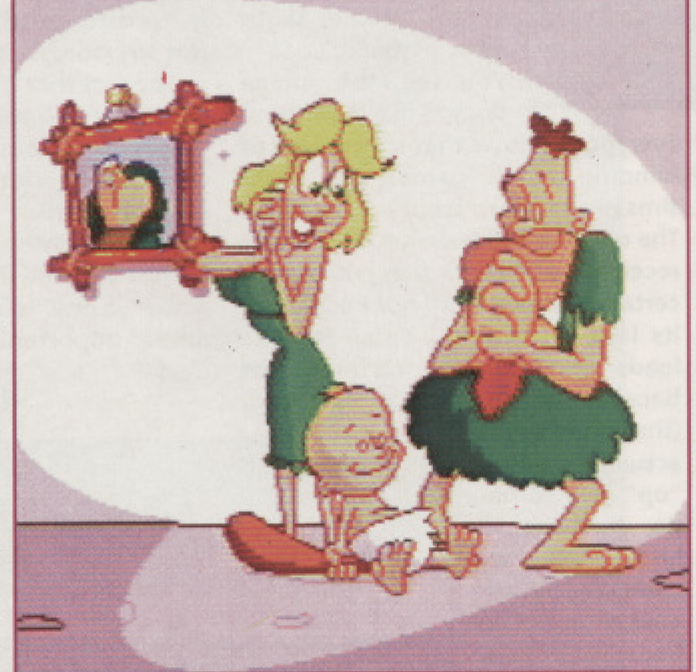
Chuck Rock 2 Son of Chuck — is an inventive platform / arcade game. Using some of the most innovative characters, *Son of Chuck* manages to combine puzzles, cartoony graphics and some excellent samples in one very, very, silly game.

You basically have to make your way through a number of themed zones — waterfalls, jungles, caves etc. — tackling guardians and relevant prehistoric monsters along the way. You're armed only with a club which can be used to smack anything that gets in the way, but which also doubles as a handy step-up to stuff set just out of your limited reach.

As far as CD32 intros go, this certainly has the most professional cartoon sequence I've seen yet, with an excellent American-style voice-over taking the viewer through the history of *Chuck Rock* and his recent kidnap.

The CD sound quality continues throughout the game, with some jazzy little tunes (that double up as a very effective way of annoying Andy, incidentally) and a host of sampled squeaks and squeals.

The graphics are colourful and bright, with a fair old number of parallax levels happily doing their thing, and there are loads of weird and wonderful baddies to get your club into, including men dressed up as dinosaurs. No, really. [MB]



Son Of Chuck really is quite good, and though the gameplay seems a bit easy at some points, once you get to some of the baddies that take up anywhere between two and four screens in size, you'll get into it. Believe me.

OVERALL: 89%

BRIAN THE LION A1200

Psygnosis £25.99

I was the lucky lad who reviewed *Brian The Lion* and though it earned a fairly impressive 82 percent, the game never really broke any new ground. Despite a combination of standard platform concepts and a few Snes Mode Seven effects, *Brian The Lion* was fairly harmless. Well time moves on, and Brian has returned to try and impress us again, only this time with an AGA version.

BTL does have a plot, but one that was only just worth mentioning the first time round, so let's just skip that and talk about the way the game plays. You are Brian, a lion in Bermuda shorts, and your job is to work your way across a number of levels, complete with hidden areas and guardians. Each level is filled with standard platform scenery like rope bridges, nasty spikes, lethal snails etc. and Brian will have to use all his abilities to get across in one piece.

Brian isn't as soft as he looks, (which is pretty damn soft I can tell you). He jumps on people's heads, (where do they get these original ideas) and he's not above taking a vicious swipe at anyone who gets too close to his wicked-looking claw. Brian can climb into smiling clouds, where a special shop offers such scarce items as super spring jumps, extra hit points and lives, as well as a 'large roar'. Once purchased, Brian can be wound up, by holding fire in an *R-Type* way, and released upon any unsuspecting baddie in the area. If they're little they'll die, and if they're big they'll pap their pants and go into shock just long enough for you to move in for a swipe with the old claw.

Back in Feb, one of my main criticisms of *Brian The Lion* was the lack of character displayed by Brian himself and the dearth of originality in the game as a whole. Sadly, Psygnosis hasn't changed Brian or the game itself but — for what it's worth — there are more colours, more sound, and more parallax (which do make it easier for you to judge jumps over empty space).



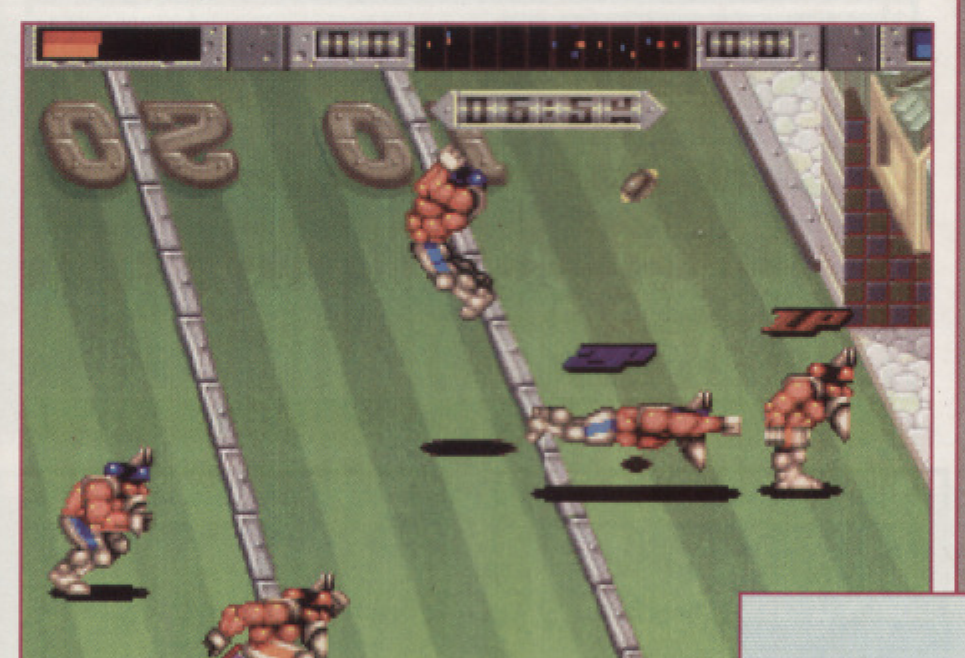
It's all very pretty, and if you like simple platform games you'll probably be satisfied with *BTL*, but don't expect to be amazed and stunned by it on the A1200. [MB]

OVERALL: 79%



BRUTAL FOOTBALL (A1200 DELUXE EDITION)

Millennium £24.99



Brutal Football did pretty well for itself when it was originally released, scoring in the high eighties and low nineties. Well it's back again and this time it's got a new girlfriend — namely the A1200.

Thought it's hard to think about violence here on the beach, with gulls mewing plaintively overhead, I must say it's always a pleasure to chop people's heads off during a 'quiet' game of footy.

There now follows a short summary for those unfamiliar with the original game . You take control of a team of warriors which must battle its way through a brutal (clever) league filled with various barbarian players in a cross between American Football and, well... the rather unsportmanlike *Death Wish 3*.

The sports bit is fairly simple — there's an open pitch with a goal at each end — but it's the violence we're really interested in. Along with the obvious moves (kicks, throws, tackles, etc.) you'll also find such beauties as bombs, swords and axes.

There are one or two sundry managerial duties to attend to (keeping the players fit and making good use of locker room facilities to replace severed heads and such) but 99 percent of the time it's just good old-fashioned fighting.

The games themselves get really interesting when extra icons appear on the pitch, and these let you get your hands on lovely lightening bolts, ice blocks, and (my personal favourite) a magic er... thing that makes the ball sprout legs and bomb off towards the opponent's goal. Nice.

The A1200 version has beefed-up graphics throughout and both character and pitch graphics are clearer, sharper and more colourful. The Sound FX are realistically crunchin', and though I don't know what decapitation actually sounds like, I bet that squishy clonk thing isn't far from it.

Brutal Football is excellent fun, and though the changes here are mostly cosmetic, they make a good game even better. [MB]

OVERALL: 90%



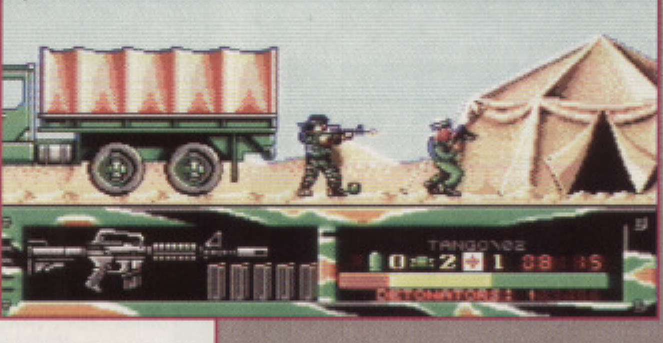
CD FUN!

You know the score — old games now available on your CD32. And the first contestant is...

FIRE FORCE

ICE £25.99

I think Gary Whitta went a bit over the top when he said that *Fire Force* was: "One of the most enjoyable and sophisticated shoot-'em-ups I've played". He awarded the game 90 percent and I'm my view, both the comment and the mark were a bit on the generous side.



Fire Force is good fun and no mistaking, but it's a bit elderly in presentation, and certainly not the best shoot-'em-up ever (in fact, it's not really a shoot-'em-up at all.

You basically play a lone *Rambo* type sent on a number of missions — rescue P.O.Ws etc.— and have a selection of toys at your disposal. It's all fairly simple, and there is fun to be had, but I think I'll keep the score a bit more realistic this time round. Okay?

OVERALL: 77%

CHUCK ROCK

Core £14.99



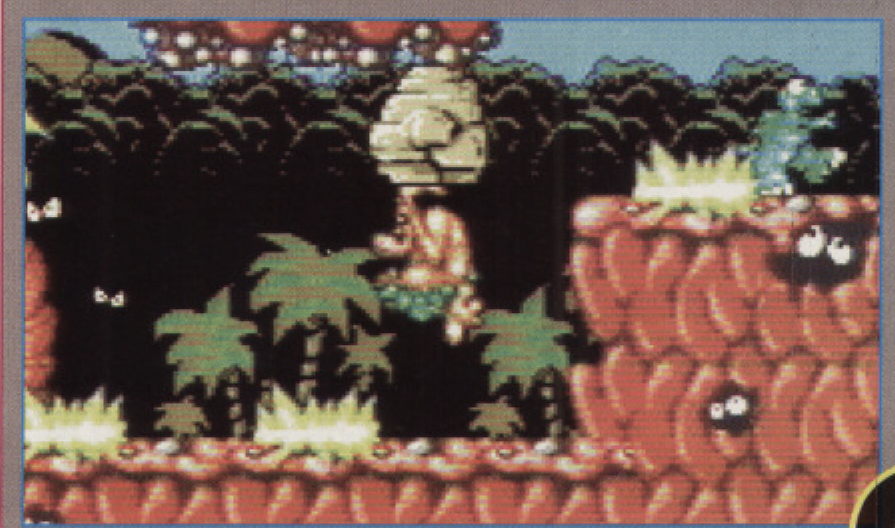
Chuck Rock has a problem. The local weirdo — Gary Gritter (groan again) — has taken a bit of a fancy to Chuck's wife, Ophelia, and kidnapped her. So, with only a flimsy patch of jurassic grass to protect his essentials, Chuck sets off to rescue His Woman.

This is a platform game with a difference — it's very silly indeed. Though not as inventive as Chuck Rock 2 (see elsewhere in 'Updates') it includes some interesting ideas. Rather than just plodding your way through each level, Chuck needs to make good use of the various creatures around him. Wake up a sleeping Pterodactyl and it'll grab you and carry you across an otherwise unpassable clump of thorn bushes. That sort of thing. Chuck also has a rather 'special' way of dealing with the cavemen and animals that attack him, namely 'bumping' them with his rather impressive belly.

To be honest *Chuck Rock* has aged a bit, and having just played the sequel, it's easy to see where the original hard to recommend any aspect. The music is below average, and the graphics are a little bit, well, 'cardboardy'.

If you fancy a silly platform game for your CD32, I'd save the extra 15 quid and buy the 'Son of'. So take my advice — you'll thank me for it one day.

OVERALL: 70%





The Centre of T

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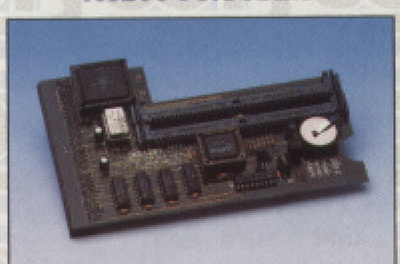
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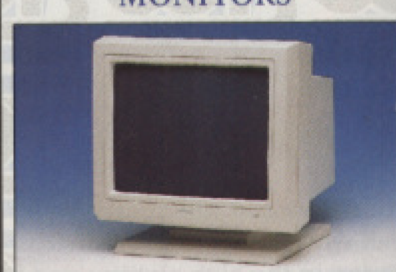
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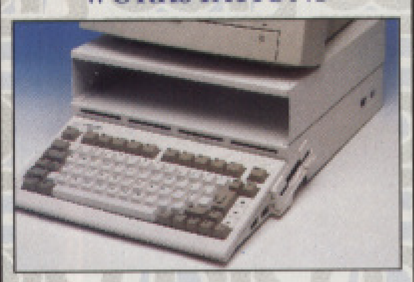


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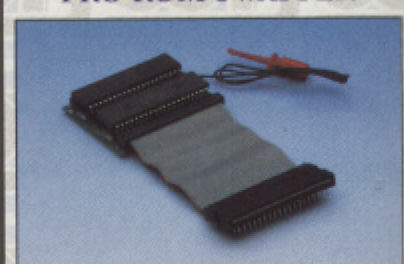
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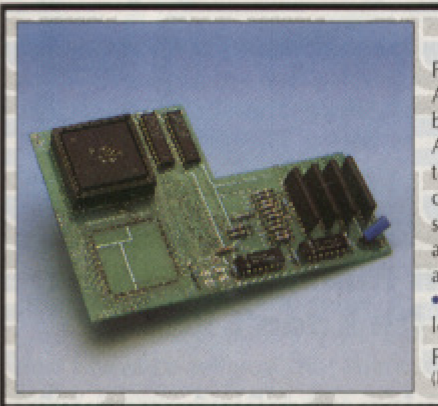
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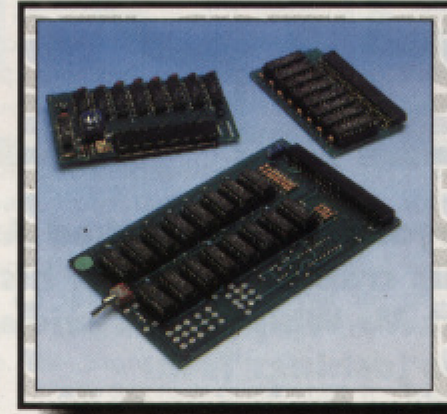
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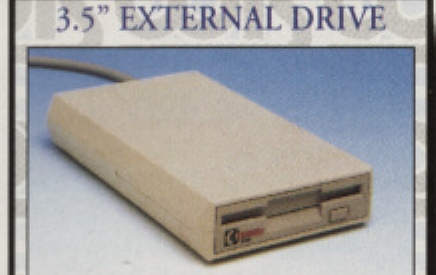
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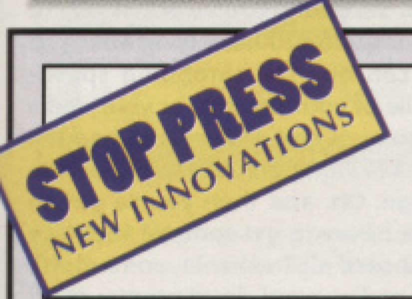
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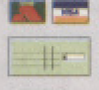


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REPLAYS!

Ha ha ha! Look everyone, Matt's kicked Andy's crappy sandcastle over. Ho ho ho! Oh look, he's got an enormous crab hanging-off his big-toe — how amusing. Well folks, there's just time before our next Mr Whippy to review the latest budget software. Oh I don't know, those boys — always joshing. Tsch.

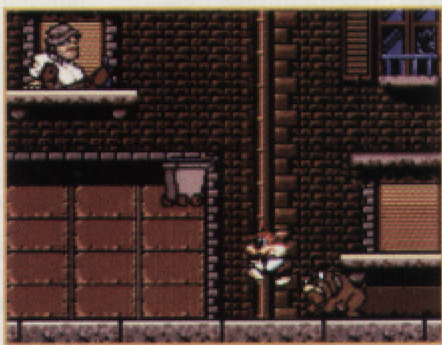
TITUS THE FOX

Titus

£7.99



I love platform games. No I do, really, and while smug console owners are snowed under with abyss-leaping hedgehogs and fruit-firing plumbers, we've had Ninjas from the Nth dimension, Lions called Brian, and *Naughty Ones*. In fact the Amiga can rival anything the SNES (ugh!) or the Mega Drive (pah!) has to offer and often does it better.



So it's good news, then, that those nice people over at Titus have again released *Titus the Fox*. If you missed this humourous platform romp the first time round, the story goes something like this:

You must guide Titus to Marrakesh and back by running, jumping, riding a skateboard and even flying on a magic carpet. Why should you do this? Is it for money? For fame and Fortune maybe? Nope, you're simply risking your furry bottom for love. It seems that Foxy, your childhood sweetheart, has been captured by evildoers and Titus must battle his way across the Sahara, dodging a variety of enemies including Babyboon (the kid with the deadly bottle) and Toyo the bespectacled snake (these enemies get weirder and weirder, don't they?).

Okay, so it's typical platform fare and at first glance it seems little more than just another running, jumping and landing on brightly-coloured baddies type-game, but it's more than that. It's fast, furious and highly addictive. Dated it may well be, but *Titus the Fox* is still a lot of fun. I'd recommend it to anyone who desperately wants to ledge-leap but doesn't want to spend £30 for the privilege. Very nice indeed. [AN]

OVERALL 84%

RORKE'S DRIFT

Impressions

£7.99



Mention the words 'strategic' and 'wargame' and more often than not readers will scream "Aieee!" and run for the hills. Yes sadly the genre doesn't exactly embody excitement and although there are a multitude of wargame fanatics who like nothing better than to move armoured divisions around hex-based game maps, for most of us, we'd be happier sat for ten hours watching strawberry jam congeal on a stainless steel sink.

Can you make it more exciting though? Well, yes you can, and *Rorke's Drift* from Impressions tries to do just that. It's January 22nd, 1879 and 4,000 Zulus are massing for an attack on Rorke's Drift, a supply depot manned by 137 British soldiers. Wait a minute... 137 against 4,000? How can that make for a good wargame. Sounds like a massacre waiting to happen.

Not quite. *Rorke's Drift* is not a fictional battle, it really happened (though probably not like what Michael Caine done in *Zulu*) and the thin red line managed to hold out for 12 hours against these overwhelming odds.

Using an isometric 3D viewpoint, you take control of the British troops, deciding when to advance, retreat, rest, aim, fight and fire. Each man has his own individual statistics and only a brilliant strategy can keep the Zulu warriors from the perimeter barricades. Did you know that renowned democrat and Inkhata big-shot Chief Mangasuthu Buthelezei was an extra in *Zulu*? 'Not a lot of people know that...'

With its 3D graphics and intuitive control system, *Rorke's Drift* is a good example of how wargames can cross over into the mainstream. It's not perfect by any means, the graphics look dated and blocky and the game is often very slow. It's also a shame that you can only fight the one battle but the *Rorke's Drift* episode is pretty damned involving. All in all, it's a huge strategic challenge and if you're looking for a good but uncomplicated introduction to wargaming, you can't go far wrong with *Rorke's Drift*. [MB]

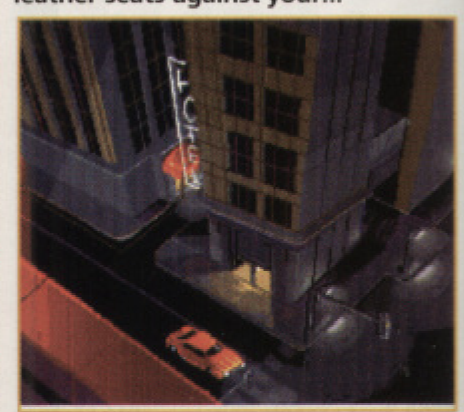
OVERALL 78%

CRAZY CARS 3

Titus

£7.99

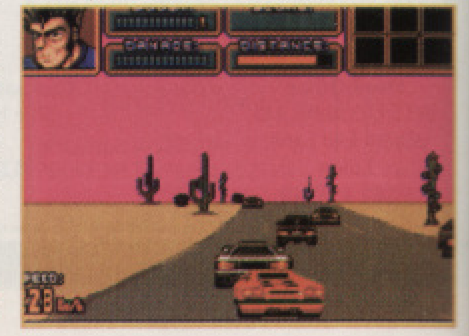
Ah, the thrill of fast cars, the adrenaline rush when you slam a high performance roadster around a tight bend, the screech of the tyres, the roar of the engine, the feel of the leather seats against your...



Er, yes. Anyway. Unfortunately driving fast cars is not without its problems. Firstly, you must be able to drive. Secondly, you've either got to have a spare £200,000 lying about so you can buy the throbbing speedmobile of your dreams, or your dad's got to own half of Kent and happen to have a spare Porsche in the garage. Oh, and then you've got to tax it, insure it, get some of that nice dashboard air freshener, some fluffy dice and a good, loud stereo. It all adds up to a lot of cash.

Well, for all you poor, licenseless, gamesplayers, the return of *Crazy Cars 3* means you can now get gas-guzzling excitement for a 2-stroke price. Or so it says.

Like *Chase HQ* and *Outrun*, *Crazy Cars 3* is a simple but furiously fast



race game. Strapped in behind the wheel of your sleek Lamborghini Diablo, you must put your driving skills to the test over 60 twisty and tortuous routes. Weave through the traffic, beat off the competition, run your opponents off the road, dodge roadworks and avoid the ever present and annoyingly persistent traffic cops. This is Saturday Night racing at its toughest, believe me.

Well, at least that's what it says on the box. Although you can win races, customise your car and race through cities, deserts, rain, and snow, *Crazy Cars 3* is really showing its age. I don't have to tell you that there are many games that do this sort of thing better (*Bump 'n' Burn* fr'instance) and despite the attractive budget price, *Crazy Cars 3* doesn't shine like a lighthouse beacon. It glows like a kiddies' torch. And not a very good one at that. Personally, I'd go for something else. [AN]

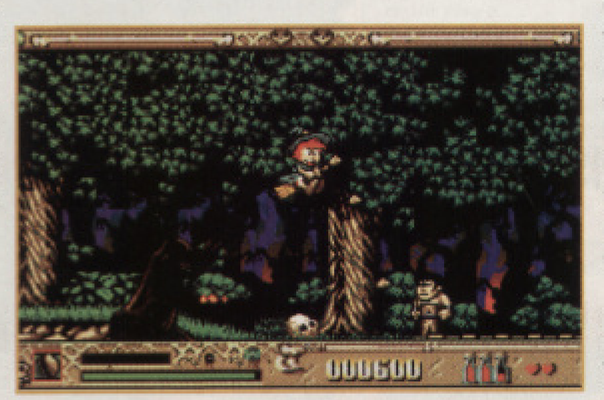
OVERALL 69%

SUPER CAULDRON

Titus

£7.99

Long, long ago on that little black box known as the ZX Spectrum, Palace Software released a game called *Cauldron*. Before you could say hocus cadabra, it became a Spectrum classic. Years later and Titus picked up on the idea and produced *Super Cauldron*, an 'enhanced' version of the classic original. 1994, and it's back doing the rounds once again and so sit back, relax, perhaps even turn off the lights as the tale unfolds



Simply and briefly, your task is to help Zmira the friendly witch find her lost magic powers in a world haunted by jumping pumpkins, slimy bats and other fairytale drop-outs. In essence, as you can see from the screenshot, it's a platform game, stuffed with baddies, various magicks and the odd broomstick or seven.

Apart from the usual running, jumping and shooting as you travel through the different worlds, Zmira picks up spells that allow her to advance even further through the game. The 'Stone Spell' is the only one you have at the start, it fires, er... stones, and it's pretty pathetic. But as you progress you'll discover the Fireball spell, the Magic Staircase spell (allowing you to create steps to unreachable platforms) and the coin of Teleportation.

Despite the fact that it's often unbearably cute, *Super Cauldron* is an involving and engaging platform adventure. It's not as fast or as wildly furious as *Zool 2* but it's hugely sprawling and a sizeable challenge. You might not get addicted but it's a good game for the asking price. [MB]



KING'S QUEST 3

US Gold Kixx XL

£12.99

If there's one thing that Sierra is good at, it's producing sequels. *Space Quests*, Kings *Quests*, *Police Quests*, *Quests for Glory*... once Sierra finds a successful formula it sticks to it like my old mate Sticky the stick-insect.

One of the most successful of these is the *Kings Quest* series; cute tales in a high fantasy style with all the Tolkien-esque elements you'd expect, such as wizards, trolls, dragons and fairytale castles. The series is currently at number six (a full-pricer, developed by Revolution), and if you liked that one, Kixx XL has released *Kings Quest 3: To Heir is Human*, another gorgeously fruitsome and hilariously-titled tale for you to get your adventuring teeth into. Er...Elendil!

Like most graphic adventures these days, *Kings Quest 3* is completely mouse controlled — a fact that's scarcely surprising when you consider that Sierra pioneered the whole point-'n'-click revolution. Anyway, the plot goes like this: The evil wizard Mannanan whisked you away from your family when you were still a babe in arms, so that he could train you to serve his every whim. Obviously as the years have dragged by you've become a bit annoyed with your lot and the time has come to rebel and nick some magic off the old git.

The scene is set. Can you learn enough spells and escape from Mannanan's tower without being caught? Or will you just be picked up by your jerkin and tossed over the battlements to plummet in a spazzy approximation of the swan-dive onto the rocks below?

As you'd expect, *Kings Quest 3* is an engaging and absorbing adventure. The graphics can't compare with the wonders of *Simon the Sorcerer* or Revolution's superb conversion of *Kings Quest 6*, but it's eminently playable and as it's only on one disk there's no laborious disk swapping to infuriate you. So why not seek out *Kings Quest 3*, load it up and soak up the fantasy atmosphere. With a hey-nonny and a tra-la-la-la-la you'll either love this game or want to throw up two minutes after playing it. The fantasy theme is often wildly overdone but I enjoyed playing it and I'd recommend you have a bash too. [AN]

OVERALL 79%

LEISURE SUIT LARRY 3:

US Gold Kixx XL

£16.99

These days every graphic adventure has theme. *Monkey Island* has its pirates, *Beneath a Steel Sky* embraces *Blade Runner* and comes away wiffing a might strongly of the old Ridley Scott Aftershave Balm, and *Simon the Sorcerer* has its goblins, wizards and dragons (and Björk). As for the series starring the eponymous shell-suited Larry, well they're about sex, aren't they?

Of course there are puzzles and jokes too (it's an adventure after all) but the game featuring the tracksuited Larrold sells itself as a sort of *Ben Elton Live* of a night out that runs naked through the streets yelling rude jokes at the top of its voice. In reality it's bit of a Sid James nudge-nudge, wink-wink of a game and most of the jokes revolve around innuendo and fertility statues rather than pictures of naked women.

You control Larry Laffer, a professional Californian and semi-competent seducer. Once again the chase for women continues but this time you get to see the hunt from a different perspective. As Larry, you'll lose your job and then your girlfriend and jet off to seek happiness in the steamy Nontoonyt Island Jungle ruled by Amazonian cannibals (fat chance). When roles are switched you play Patti, following Larry's trail into the jungle to rescue him from a life of sex-slavery.

If you like 'Carry On' humour, if farts and lavatory flushes send you into paroxysms of giggles and you like ogling scantily clad women (though not real ones, of course), then *Leisure Suit Larry* is most definitely for you. But if you like your jokes to be funny and your graphics to be stylish, if you prefer a bit of deep cogitation to cheap suggestion then this game is probably not for you. And dare I say it, in these enlightened times, the whole Larry thing is beginning to pall. Laugh? I nearly did. [MB]

OVERALL 56%

WIN!

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WorldCupUSA94

U.S. GOLD

It's beginning to annoy me now. Just because the blimmin' World Cup is being played (as we speak, probably), every software house in the developed world has decided to release a football game. We all like football, don't get me wrong, but the amount of footy games released this year could be legitimately described as overkill.

Once again US Gold has managed to secure the official rights to a major sporting event and its *World Cup USA '94* footballing extravaganza should be hitting the shelves round about now. The Birmingham-based company is making bold claims about their latest soccer sim with statements like, "Don't settle for pale imitations," and, "It's the greatest test of football skill, strategy and tactics ever devised."

At the moment we're not in a position to argue because the game didn't quite make it in for review as the issue went to press. What we can do for you, though, is offer the chance to win some completely fab World Cup merchandise — and it's all thanks to those guys 'n' gals at US Gold.

The winner of this completely brilliant competition will be able to pretend that he or she went to the World Cup and spent oodles of cash on fashionable gear. Even if you don't win, there's a possibility you'll receive equally fantastic clobber in the form of tracksuits and T-shirts, so there's no reason not to enter.

HOW TO ENTER

Easy — just correctly answer the three multiple-choice questions below, stick the answers on the back of a postcard or stuck-down envelope and sent it to: FOOTBALL FEVER COMPO, *The One*, 30-32 Farringdon Lane, London EC1R 3AU to arrive here by 28th July 1994. The first correct entry drawn out of the hat after that date will receive a fabby World Cup USA '94 baseball jacket and T-shirt, the next will receive an official US Gold/World Cup USA '94 tracksuit and T-shirt, and the next two will get a World Cup USA '94 T-shirt and sports bag each.

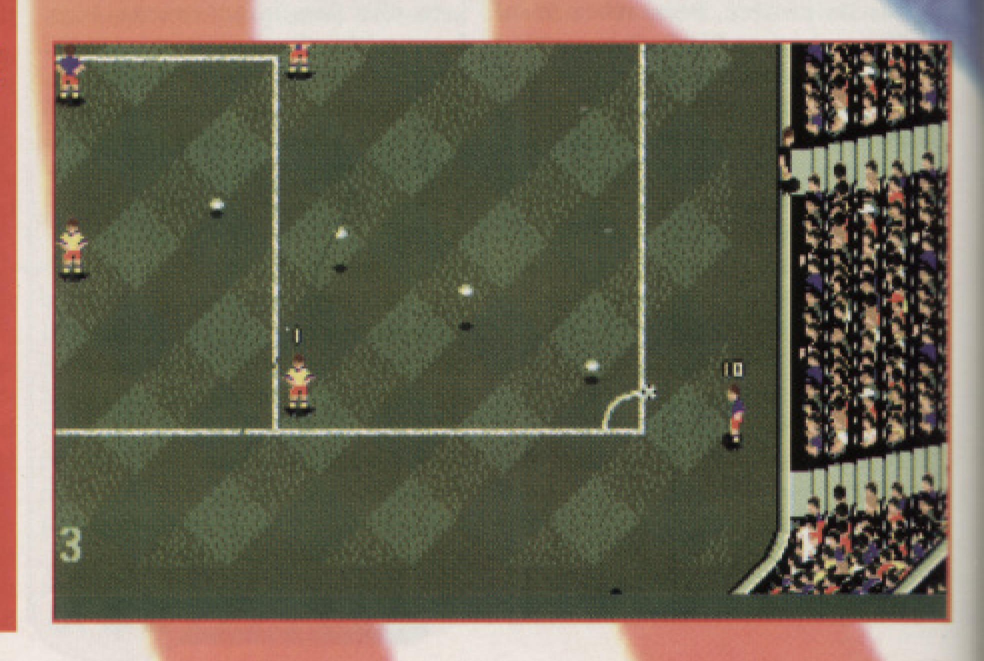
THE QUESTIONS

1. What was the name of the dog that found the World Cup after it had been stolen?
   (A) Pickles
   (B) Rover
   (C) John

2. Who won the World Cup in 1990?
   (A) Argentina
   (B) West Germany
   (C) England

3. When will the next World Cup be held?
   (A) 1996
   (B) 1997
   (C) 1998







This month's tipular extravaganza begins with that sextitular runaround of an avowedly royalist persuasion — nay complexion — Kings Quest VI continues with that miraculous melange of space prospecting and galactic gung-ho, K240; rolls thunderously through the second mighty apocalyptic encounter that is Armour-Geddon II and climaxes with that siren of sin and seduction Lure of The Temptress

KILL ZONE

KINGS QUEST VI

This isn't really a complete solution as such because the way the game is structured makes a linear guide almost impossible. You'll need to keep jumping from location to location in order to progress but if you get stuck then look up the particular section your in and all should be revealed. Thanks to Adrian Downing of —yes! — Bournemouth for this guide.

Isle of the crown

If you move the plank at the right of the screen you will find a box. Use the hand icon on the box to open it. Take the Daventry coin from the box and pick up your Royal Insignia ring from the left side of the beach. Go to the village and enter the book shop. Talk to the owner a few times. Look around the shop until you find the Love Poem shelf. Use the hand icon on the shelf to take a book of poems. A page will fall out and land on the floor. Pick up the page and take the Boring Book from the stand by the door. Use the hand icon on the spell book on the counter to find out what the book shop owner wants for it. Use your ring on the clown to get him to talk to you. Return to the book shop fairly frequently to talk to the clown.

Go and see the ferryman who lives on the wharf on an old boat. He won't talk to you until you've talked to the owner of the book shop. Take the rabbit's foot from the table and head for the pawn shop.



Here you can trade in your possessions for things you'll need at any time during the game. You can trade in your royal ring for the Magic Map, the pearl from the Isle of Wonder for your ring, the Daventry coin for the wind-up nightingale. You can only have one of these items at a time but you can trade them as often as you like. When you get the "Drink Me" potion later in the game, drink it in front of the black-robed man.

Beauty, the girl in the rose garden, won't talk to you until you bring her a white rose. You can get this from the Isle of the Beast. Give Beauty the Beast's ring. Later in the game a bird will appear in the tree. Sing-Sing the nightingale belongs to Princess Cassima. Talk to Jollo the clown to find out more about the princess. Use the wind-up nightingale to make friends with Sing-Sing so she will act as a messenger to Cassima. Give her your ring after you've used it on the guard dogs, the pawn shop owner and the clown. Take the ribbon she brings to you. Give Sing-Sing the love poem from the book shop. Take and read the note she brings in return. Finally give Sing-Sing a white rose from the Isle of the Beast.

You can't do business with the lamp seller until you have the old Hunter's Lamp from the Isle of the Beast to use in trade. To find out which new lamp you should take, use the "Drink Me" potion on Alexander in the pawn shop in front of the old man.

Talk to the guard dogs outside the castle and use your ring on them. They will admit you to the castle. If you try to enter again and they recognise you, they won't allow you to pass. The guards will not let you in if you are carrying a Magic Map.

To get back into the castle, use Beauty's clothes (if you have them) as a disguise. The guards will let you in if they don't recognise you. If Beauty's clothes were burned up, you can use the Magic Paint spell. Once you have successfully cast the spell use the Hand cursor on the magic door to enter.

You must have the Magic Map to get off the island. Talk to the book shop owner, then to the ferryman to find out about it. Go to the pawn shop and talk to the owner. Trade in your ring for the map. Go to the beach and use the Magic Map on Alex. When the map comes up simply select your destination.

Isle of Wonder

Read from the Boring Book to make the oyster bored. When he yawns, grab the pearl from his open mouth. pick up the partial sentence from the beach.

The five gnomes can be fooled using the following items in order: Flower of Stench (from the Isle of the Beast), wind-up nightingale (from the pawn shop), Mint (also from the shop), Rabbit's foot (from the ferryman), and invisible ink (in the rubbish tipped outside the pawn shop). Go to the right and look at the spider. Pull the thread from the edge and grab the paper. You

need a rare book from the bookworm which he will only give you in exchange for a Dangling Participle, found on the Isle of the Beast. This will only disappear after you've spoken to the bookworm and asked about the Magic Book in the bookshop.

From here, go back to the beach and then go up.Through the swamp you'll find a garden. Get the teacup and use it on the swamp. Get the rotten tomato from the garden on the bump in the log to provoke the Stick-in-the-mud into throwing some Swamp Ooze at you so you can collect it in the teacup.

Make the Baby cry with a milk bottle from the swamp (check out the plant life). Catch the tears in the teacup. You must have the spell book before you can get the teacup.

Use the flute to get the Hole-in-the-Wall. Get the red scarf from Chess-board land (through the gates of the garden). Get the lump of coal from the Isle of the Mists and trade it for the spoiled egg. Get a head of lettuce from the garden and head for the Isle of the Beast.

Isle of the Beast

Get the Dangling Participle using the Partial Sentence. Use the lettuce on the pond and get the lamp. Ignore the gardener or he'll lead you to your death. You need the Shield from the catacombs to get past the archer.

Get the scythe from the Isle of Mists to get through the rose bushes. Take two white roses and the brick from the garden scene. Use the hunter's lamp on the fountain and get the Beast's ring and the mirror from the Beast.

Isle of the Sacred Mountain

There are five cliff puzzles to solve:
1. Pick out the letters RISE from the letters on the wall.
2. Select the symbols for the word SOAR (use your guidebook).
3. Click on the stones in the following order: four, one two.
4. Select the wonderful symbols for Azure, Caterpillar, Tranquillity and Air from your guidebook.
5. Now select the letters for the word ASCEND.

At the top, avoid the old woman and don't eat the nightshade. You'll find a cave behind and to the right of the nightshade bush. Use the tinder-box from the pawn shop to light your way. Go to the right until you can see an opening in the wall. Take the peppermint leaves from the ledge and exit the same way you went in.

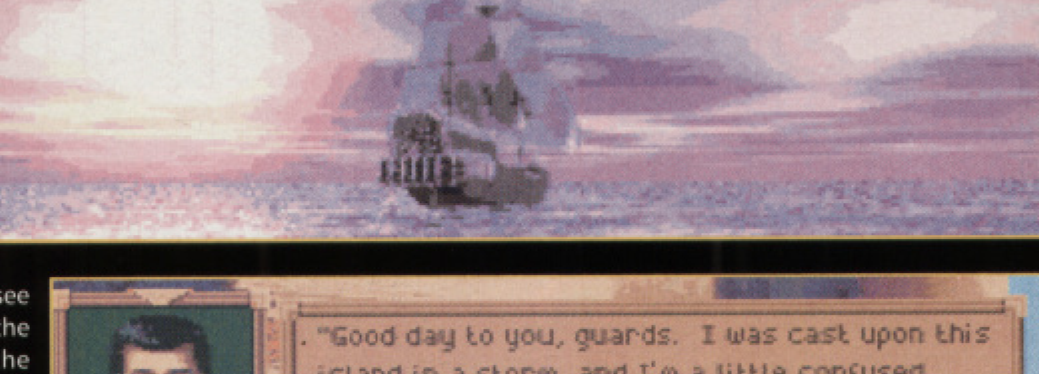
You need to enchant the black horse at the top of the cliffs so that it will take you to the Realm of the Dead. Cast the "Charming a Creature of the Night" spell from the spell book in her presence. Take the path to the north to encounter the Winged Ones and accept the Catacomb challenge.

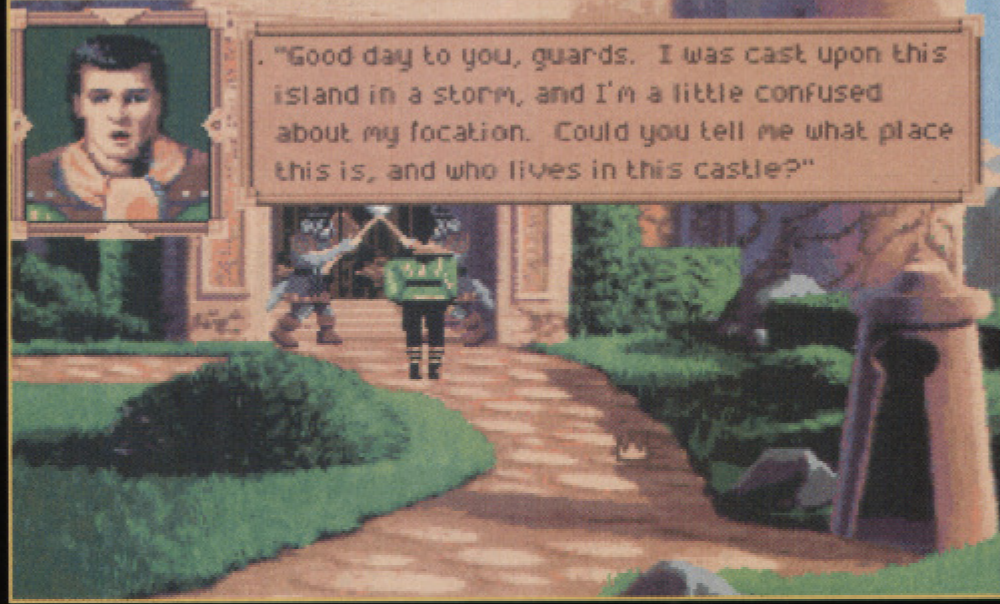
Catacombs

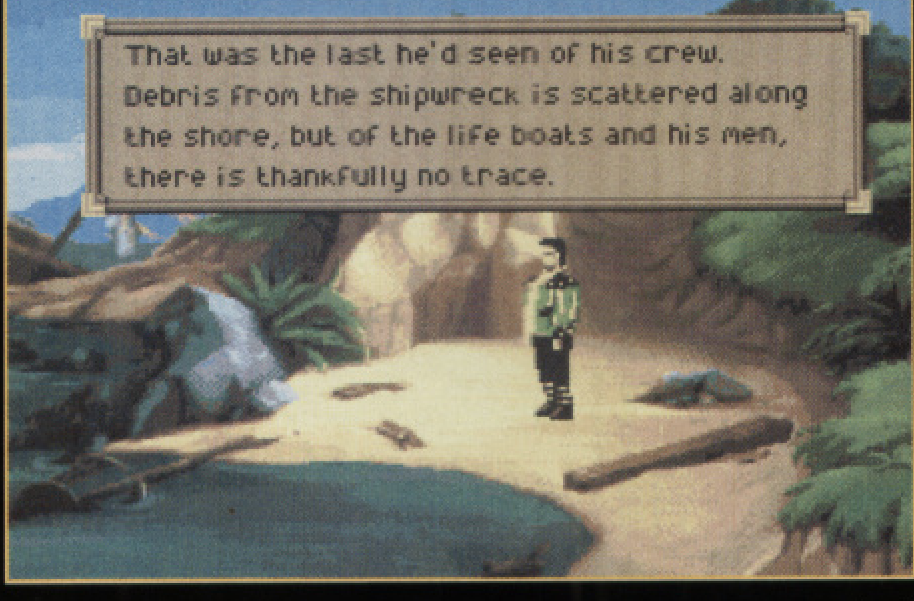
The best way to survive the Catacombs is to map the maze, using the tinder-box for light. To leave the catacombs alive you'll need the following objects: the red scarf from Chess-board Land on the Isle of Wonder, the Hole-in the-Wall from the garden on the Isle of Wonder, the brick from the Archer scene on the Isle of the Beast, and the tinder-box from the pawn shop on the Isle of the Crown.

In the Spike Maze: starting with the tile to Alex's right, click the Walk icon on the three rose tiles. They should take you in a diagonal line. Now click on the scythe tile to the north of the rose tiles. Click on the crown tile, the dove tile and then the skull and crossbones tile. Finally click on the blank tile in front of the door and use the Walk icon to go through the door.

You have to throw the brick into the gears of the machine to stop the ceiling. To reach the Minotaur's lair, find the room with the tapestry hanging on the wall. Use the Hand icon on the tapestry to get in. When you enter the cul-de-sac room, you will hear the Minotaur on the other side of the East wall. Use the Hole-in-the-Wall on this wall and look through it. Note the entrance to the lair. Stand by the blazing pit and quickly use the red scarf on the Minotaur to defeat him. You will need a skull, the coins from a dead man's eyes, a shield and Lady Celeste's dagger from the catacombs.









Isle of the Mists

The Isle of the Mists will not appear on the map until you have made it through the Catacombs. Go to the village where you will need the Scythe from the tree and the lump of coal from the camp-fire. On your second visit to the island, go to the grove scene and use the skull that you took from the Catacombs on the base of the fire to collect some brightly glowing embers.

On your first visit to the Isle of the Mists, walk west from the beach to the village. Take the objects you need and go back the same way. Do not walk north-east from the beach or east from the village. To avoid being killed by Druids on your second visit, you must have the hunter's lamp with you, and it must be enchanted with the "Make Rain" spell. If you have Beauty's clothes with you, they will be burned up.

Realm of the Dead

Whenever you die you will enter the Realm of the Dead but all you can do is restore your game. The only way to enter the Realm and survive is to ride the black horse, Night Mare. You can find Night Mare at the top of the Logic Cliffs after you've been to the Isle of the Mists twice. Once you see the horse, quickly cast the Creature of the Night spell on her. She will now take you to the Realm of the Dead.

Talk to King Calipham, Queen Alaria and the Mother Ghost. The King and Queen are on the first



surface scene and the Mother Ghost is on the second. The zombies aren't very fast and can be avoided easily but don't let them get too close or they'll eat you. Click on the bone xylophone to the right of the door. When the skeleton dance is over, pick up the Key Master's key. Give the ticket that Queen Alaria gave you to the Door Master who will let you pass. Take the dead knight's gauntlet.

You have to pay Charon two coins from a dead man's eyes before he will take you across the river. The answer to the Living Gate's riddle is L-O-V-E. The Lord of the Dead won't talk to you until you challenge him. You need to use the dead knight's gauntlet on him to issue your challenge. Use the Magic Mirror from the Isle of the Beast on him.

You need to collect the following things from the Realm of the Dead: the Ghost Ticket from Queen Alaria, the Ghost Handkerchief from the Mother Ghost, the Key Master's skeleton key, the dead knight's gauntlet and some River Styx water collected in the teacup.

Spell and Books

Open the book by clicking the Hand icon on it in you inventory. Use the Arrow cursor on the far left or far right sides of the pages to turn them. Read the spells carefully and look for all the ingredients. To cast a spell you must have all the ingredients prepared in advance and have the creature or thing you intend to enchant in front of you. Once you are prepared, open the Spell Book, find the required spell and click the Cast icon over the incantation.

Make Rain

The container for the Rainmaking spell is the Hunter's lamp. The "Salt Water not from the Sea" is the baby's tears. The Oracle's Vial with "Sacred Water" is from the Isle of the Sacred Mountain and is given to you as a reward for defeating the Minotaur. The "Falling Water" is from the fountain on the Isle of the Beast.

You will need to prepare this spell before visiting the isle of the Mists for the second time. Combine the ingredients first from the list in the spell book. You need to enchant the Hunter's lamp, starting by adding the baby's tears. Use



the Oracle's Vial on the lamp to add sacred water. Use the lamp on the Beast's fountain to fill it with falling water. Make sure you add the ingredients in the right order.

Charming

The hair is from Cassima's hair ribbon. If you can't get the ribbon, there's a strand of hair in Beauty's clothes. Cast the spell on the Isle of the Sacred Mountain, at the top of the Logic Cliffs. You need to enchant the black horse, Night Mare. Combine the ingredients first. Use the hair on the skull containing glowing embers. Add the Spoiled Egg to the skull.

Magic Paint

The teacup will appear in the garden on the Isle of Wonder after you have the spell book. Cast the Magic Paint spell on the outside wall of the Castle of the Crown, on the Isle of the Crown. Combine the ingredients first. Fill the teacup with Swamp Ooze. Add River Styx water and use the Black Feather to stir the mixture. Use the paintbrush on the side of the castle wall and you're ready to chant the spell.

The Castle

Stay away from the guard dogs, if they catch you they will throw you into the dungeons. You can sometimes dodge the dogs by using the wind-up nightingale to distract them. Hide behind the pillars by clicking the Hand icon on them.

If you have wandered into the dungeon and have met the Little Boy Ghost, give him the Ghost handkerchief from the Mother Ghost in the Realm of the Dead. Make sure you listen carefully to what he has to say. If you've been thrown into the dungeon by the guard dogs and made friends with Jollo, he will help you escape the first time. If you have been captured a second time and have the skeleton key use it to make your escape.

Jollo won't talk to you if you didn't make friends with him on the Isle of the Crown. If you're already best buddies, talk to him. He'll give you some good advice. Give him the replica of the Genie's lamp you bought from the lamp seller. Find the door in the upstairs hallway, it's the first one on the west wall. There's even a secret passage to the room as well.

Find the suit of armour in the North basement hallway. Use the Hand cursor on the suit's right arm. Once in the passageway, examine any chinks in the wall you find. You will recognise the chinks in the wall by the light streaming through them. Listen to everything you hear — part of a puzzle is revealed this way. Find the Vizier's bedroom and go in. Find Cassima and talk to her. The chink in the wall of Cassima's room is located at the top of the stairs. The chink in the Vizier's study can be found down the hall. You can only use the secret passage if you've given the Ghost handkerchief to the Little Boy Ghost in the dungeon.

Open the ebony box on the dresser in the Vizier's bedroom and read the note. Open the trunk using either the skeleton key or a nail. To get a nail, find the picture on the wall behind the pillar. Remove the picture and take the nail out of the wall. Make sure you put the nail and the picture back when you've finished with them. Open the trunk and take the incriminating letter.

Cassima's door is in the north hall upstairs. Click the Talk icon on the door to talk to her. If you found her by going down the secret passage, click on the chink in the wall. Give her the dagger Lady Celeste gave you. Click the dagger on the door or the chink. You'll have to do it fast or the guards will catch you.

The storeroom is magically protected. It will open when you talk to it. When the keypad comes up, enter the strange word you overheard in the secret passage. Then enter the word you found in the Vizier's ebony box. Together the magic words are A-L-I-Z-E-B-U. Once you enter, uncover the table and look at each of the items on it. You must give Captain Saladin the incriminating letter you found in the study quickly or he'll stab you without any warning at all (although I've just given you some so there should be no excuse, alright?).

The Wedding

Once inside the wedding area, step forward and speak to the Vizier or Cassima. If you have been to the Realm of the Dead and rescued the King and Queen, they will enter and help you. Use the Magic Mirror on Cassima and it will reveal that Cassima is really the Genie in disguise. The Genie will attack. You can avoid his spells by quickly following the Vizier through the door to the top of the tower.

If you've given Jollo a lamp earlier in the game, when the Genie appears at the top of the tower you can use the lamp to trap the him. If not, you must use the Peppermint Leaves from the cave at the top of the Logic Cliffs to confuse him. You will not be able to defeat the Genie in the wedding area, you can only manage it at the top of the tower.

Take the heavy sword from the wall and attack the Vizier. Cassima must have a dagger so if you get into trouble she'll attack him. Finish the Vizier off with your mighty sword. Hooray!



K240

Everybody at The One loved K240 to bits, barring Simon of course, but then he wasn't very good at it. If you're a fan, then here's Steve McKevitt of Gremlin to ably assist your mining efforts...

Mining K240 for the inexperienced can pose a few problems. If you don't get the balance right almost immediately, you could prove to be a bigger threat to your colony than your alien opponents. Below are a few sure-fire pointers to guide you painlessly through the first few levels. After that, you're on your own...

1 It's important to make sure that your colony is completely stable. Begin by building the following:

Building	Quantity
Hydroponics	1
Hydration Plant	1
Decontamination Filter	1
Life Support	1
Solar Generator	10
Deep Bore Mine	4
Mine	4
Storage Tower	1
Gravity Nullifier	1

Put on a low heat, and simmer for five minutes. Top this off with:

Construction Yard	1
Command Centre	1
Missile Silo	2
Landing Pad	1
Sensor Array	1
Weapons Factory	1
Satellite Silo	1

This lovely little lot will give you everything you need to keep your asteroid stable, while leaving you with enough cash to progress.

2 Contact Sci-Tek, the outer-space version of The Shopping Channel (except these really are aliens). Buy some 2nd generation Mines, and some 2nd generation Deep Bore Mines. You could even add a missile tracker if you're feeling particularly wicked. These choice items will arrive with the next transporter.

3: Allocate money to vehicles and missiles — this might sound obvious, but until you've sat there for two hours waiting for the damn things to build, before realising that the builders haven't been paid and they're still resting on their shovels.

4 Click on the Construction Yard, and build three Scouts. Don't waste money arming them — if they're attacked it's no loss. Instead, click on your Missile Silo and build 10 Vortex missiles, which are great for pre-emptive attacks.

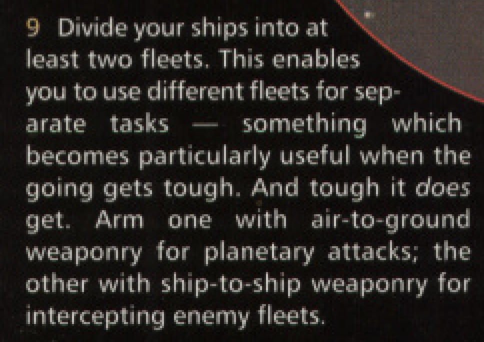
5 When your Scouts are built, send them off to explore far-flung sectors of space. If they find something on the way, they'll report back to tell you what it is.

6 Once you have discovered an asteroid, send a scout out pronto to do a geological survey. Only colonise it if it is particularly rich in minerals. Follow step (1) with any new asteroid you discover.

7 From time to time the Empire will send you some ships and provisions to help you along with the game. By now you should have been sent at least one shipload, so group them together in a fleet and send them to patrol your main asteroid.

This should provide you with a stable basis upon which to build, and will ensure that you don't play yourself out of the game through bad economic management. How you combat each alien is really up to you — there is no "right way" to do anything. Generally, softening up the opposition with missiles before sending your fleet in is quite effective.

8 Building up Sci-Tek equipment can be expensive, because they have to be specially imported from, er, Sci-Tek. The following items are excellent value, though: Nuclear Missiles, Asteroid Engines, Constructor Droids and Missile Guidance systems.



9 Divide your ships into at least two fleets. This enables you to use different fleets for separate tasks — something which becomes particularly useful when the going gets tough. And tough it *does* get. Arm one with air-to-ground weaponry for planetary attacks; the other with ship-to-ship weaponry for intercepting enemy fleets.

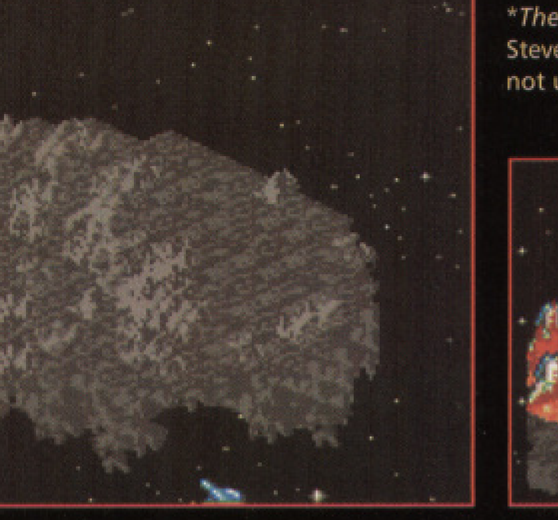
10 Build missiles on all your asteroids to maximise their effectiveness. Remember: it's best for each of your asteroids to be equipped to "look after itself," if you know what mean, before any trouble might start. Building only on your home asteroid could lead to the enemy being out of range.

11 Building engines on "dead" asteroids and then "aiming" them at the enemy can prove very interesting! Think about it...

12 Finally, don't call your asteroids rude names. It's not big, and it's not clever*.

**The One* would like to point out that Steve McKevitt of Gremlin said this, and not us. Just so you know.







ARMOUR-GEDDON II

Andy likes this. Everybody else thinks it's none too special, but he likes it. Everybody agrees, though, that it's very, very difficult, so here are some special tips and cheats directly from the programmer's mouth...

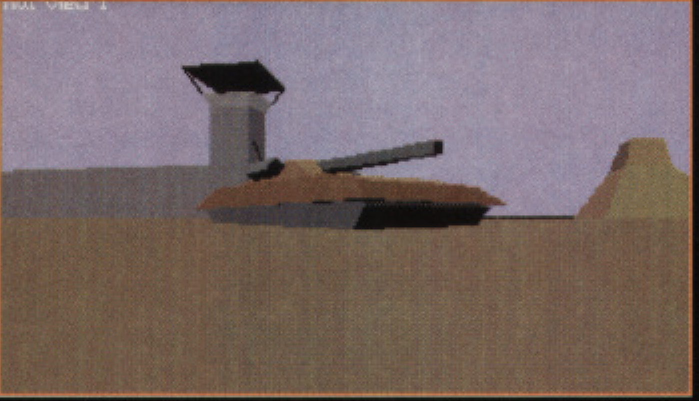
So, *Armour-Geddon II*, then. Let's imagine a scene: you've bought it, you've tried to play it, but it's just too damned hard. Maybe, just maybe, you've found that controlling all of the vehicles at the same time is a bit frustrating. Perhaps, even, sticking the old scientists into their development booths is proving a little tricky. If this applies to you, then read the following very carefully, because you're about to be enlightened. Believe it or not.

1: Read the manual! Okay, if you're not a big flight-sim fan you might find the manual situation a bit on the "big" side — but don't be put-off, lovers. It's not as big and tome-like as it first seems. Honest.

2: Don't be frightened by the zillions of keys, either. At first it might seem as though you need several pairs of hands to control (á la *Tornado*), but you'll soon find that most of the keys are only used occasionally. There are several important ones which you use all the time — for moving and firing, that sort of thing — so learn them, and then pick up the others as you go along.

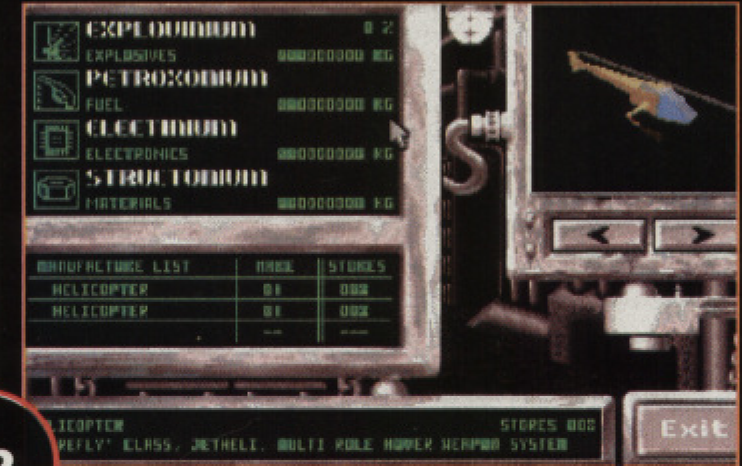
3: Use an analogue joystick, if possible. The mouse is all very well, but if you're seriously into the game it's worth investing in an analogue joystick. The added control it gives you can be all-important to completing the game.

4: Get familiar with your vehicles. Choose two or three different vehicles at first, get used to how they drive or fly, and really get good at zooming around before moving on to other vehicles. Don't try something complicated like the helicopter too soon, because you'll just get frustrated with crashing all the time. Start with a tank, or something ground-based, and then go for the real fun — the aircraft.



5: Control as many vehicles at once as you can. The enemy is only able to direct and control a limited number of attack vehicles at any one time. So, the more vehicles you have out there, the more "diluted" their attacking capabilities become.

6: Aircraft are difficult to control, but are fast and powerful. Ground vehicles are slower, and therefore more vulnerable to attack, but generally easier to control. Is that too obvious?



7: Develop all the vehicles and weapons that you're likely to use in stage three. Of course, you don't know what these are until you get there, but by then it will be too late. Try experimenting, by putting a couple of scientists here, a couple more there. Save your game position, and then when you get to stage three, if you find that you're under-equipped, you can go back and change the development around a bit.

8: Don't waste time. While your scientists are busy developing new vehicles and weapons, use what you already have to complete the first two missions. You are supplied with plenty of perfectly good equipment, more than enough to handle the first battles.

9: Capture the enemy base which is situated on the island ESE (East-South East, orienteering fans) of Base Gamma. Do it as soon as possible, because it increases the number of scientists available for weapons development.

10: Concentrate on completing missions involving the capture of enemy bases, as this will result in more information about vital future missions. Good for a bit of the old espionage, if you know what I mean, which, like in all strategy games, is rather interesting.

11: Place MDPs (Missile Defence Platforms) loaded with mini-missiles outside each of your three primary bases. Your bases are very important to the success of your missions, and so of course defending them should be a priority. The MDPs will help to help defend the bases from attack, which will come sooner rather than later. (Incidentally, the computer is likely to use similar strategies to the ones listed here, because the same bloke wrote them both — Simon.).

12: Capture enemy factories and mines as soon as you can. The extra manufacturing capacity you gain is important to completing the game. It's not essential, but it will take you much longer to get anywhere if you don't.

13: Capture enemy bases to slow down the development of their satellite repair module. They will develop it come what may, but if you slow them down it annoys them a bit — and that should give you a warm feeling inside.

14: When using the Auto Pilot with aircraft, make sure that they keep flying above 1500 feet. Otherwise you might find that Mr Computer has a bit of a fit, and starts thinking that the ground is its mother, or something, and try to cuddle it while travelling at twice the speed of sound.

15: If you use the Auto Pilot with ground-based vehicles, watch out for rivers. Some vehicles can't pass water (!), and if Mr Computer decides it fancies a swim, you might be in trouble. (This Auto Pilot thing's a bit crap, really, isn't it?).

16: Don't use the cloaking device all the time, because it eats fuel like there's no tomorrow. However, if you're in the middle of a battle against 18 enemy tanks and a few aircraft, there might not be a tomorrow anyway. Still, that's life. Or death.

17: Zoom out on your radar display, because only ground objects picked up by radar will be relayed back to the HQ tactical map display.



18: Try to play the game in two-player mode (yes, you need to introduce a friend at this point, folks) because two pairs of eyes/hands/feet/teeth are better than one.

19: Always have a pre-formatted disk ready for saving your position mid-game. You'll regret it if you don't.

20: Always write down your mission co-ordinates as soon as you get them (a pen and some paper help here), because this will help you complete the game more quickly the next time.

MANCHESTER UNITED

Now this is what I call, er, tips for Man Utd. Tim James from Krisalis spent six hours writing these, apparently, so you'd better blimmin' well use them. Or else.

TEAM SELECTION

ach player has the following stats which show their abilities using a eries of coloured bars:

PEED

r... the speed of the player, curiously enough.

TAMINA

ow quickly the player tires and slows own over the game.

AGGRESSION

ow keen the player is to tackle and in the ball back. Players with high ggression but low tackling ability ill foul players more frequently than thers.

ONTROL

he individual player's ability to control the ball while dribbling. Highly killed players can turn through 180 egrees with the ball stuck to their eet, but the lower skilled players tend o lose the ball more easily.

ASSING

he player will pass the ball to another eam mate when you click the fire button. How accurate that pass is depends n the player's passing ability.

ACKLING

r kicking the other players in. Much he same.

NTELLIGENCE

When you set up the Tacti-Grid you ive a player instructions regarding tyle and positioning. These instructions will often conflict what is actually happening on the pitch. For example, you have told your man on the ight side of midfield to make probng runs wide on the flank down to he touch line. Unfortunately, your pponent has other ideas and has had ou pinned back in defence. The player's intelligence will determine hether he rushes back to help defenively or hangs around the wing folowing your orders to the letter.

ITNESS

his is a general fitness level which ffects speed and stamina.

MORALE

his will affect all other skills.

OWER (midfield players only)

hot power.

CCURACY (outfield players only)

he ball will not always go in the direction expected depending on a player's accuracy. Most Premier division first team players are pretty accurate but this tails off in the lower divisions.

POSITIONING (goalkeepers only)

Their ability to position themselves in the right place for incoming shots, corners and free kicks.

HANDLING (goalkeepers only)

How likely the goalkeeper is to catch the ball or parry it.





STYLES OF PLAY

Each player has his own preferred method of play. If you have elected to be one of the more skillful sides, like Blackburn or Man Utd then you can be quite flexible in your style of play. If you have selected one of the more average sides then you will have to use the Tacti-Grid to play your strengths. These suggestions assume that you can get the ball to a reasonable striker.

1. THE SHEARER

A player will frequently get into a scoring position directly in front of the goal. Although keepers tend to be at their best in this situation some strikers within the game have hard enough shots to beat the goalie, especially if enough aftertouch (swerve) is applied to the ball.

2. THE LINEKER

As mentioned above there are only a few strikers who can beat keepers outright. It can be beneficial to play two or even three strikers in an upfront attacking role waiting to pounce on dropped or parried balls. Highly recommended.

3. THE WRIGHT WAY

Keepers are much easier to beat from an angle, especially when the ball is in the air. Use only half power with a lob and swerve to leave the hapless goalie clutching at fresh air.

4. THE LE TISSIER

Again from an angle, aim just to outside of the post and swerve it in. This will generally only work with highly skilled players.

5. THE WADDLE

Go against your instinct and use the wing. It does require more skill to get the ball in the box from this position but great territorial advances can be made, especially with fast skillful wingers. For players with high control skills even a 90 degree turn at the touchline should be no problem.

6. THE BASSETT

You may have picked a team bereft of talent. Fear not, some managers have made a career out of making something from nothing. Get one or two decent players up into scoring positions and then supply them using full power and lobbing over the opposition's midfield to deliver the ball to the feet of your strikers.

DEFENSIVE OPTIONS

1. THE BOG STANDARD

In the common defensive back four you do not have to worry about fast skillful players, as long as they can get in the way and boot the ball back up the field you shouldn't concede too many goals.

2. THE GUNNER

When going for the all important 0-0 draw it's a good ploy to pack the area with defenders. Not interesting, though.

3. THE CHARLTON

If you feel confident that you can keep the opposition pinned in their own half, you can pile the pressure on by pushing your full-backs forward. Make sure that the players are fast enough to get back should the other team break though. Ireland have got to the World Cup using this tactic.

GENERAL TIPS

1. THE WREXHAM EFFECT

Playing a lower division club may be frustrating as your tricks won't come off as often as when managing a higher club. The opposition however will be just as unskilled so when your good move does come off, they won't be equipped to deal with it. When you do meet a Premier League club you will find that the 'giant killer' aspect will raise your game skills and give you a better chance. If you're a Premier side, don't expect the lower clubs to be a walk-over.

2. THE GASCOIGNE

If you are informed during a match that one of your players is slightly hurt, don't worry too much. If he is in pain, substitute him as soon as possible to avoid prolonged injury.

3. THE TAYLOR

Should things be going against you at half time don't be afraid to experiment with both your formation and line up. A fresh pair of legs often works.

PERIHELION

Trundling down a Cyberbeach with a laser pistol in my manipulator, scanning across the sea, scanning across the sand; Scanning down the laser of the robot on the strand... Absolutely negative — I'm dead, I'm alive; I'm a Cyberdroid, killing a robot. (The above is a short extract from Andy Nuttall's first novel in his native Welsh 'Gwalchmai Parka Arianrhod' (Oi, that's my Parka you space-fiend!), which if there is any justice, will never be published. Ever.) What a sad waste of space he is. Truly.

GENERAL RULE

If you see any animations, icons or texts which you don't understand, just move the cursor over them and you should get an indication in the status line below.

WEAPONS

You can reload all your weapons on the Equipment Screen by selecting the required ammo and clicking onto the related weapon, when you should hear a reloading sound. It's better to use one-handed weapons if you can, because then you can switch Close and Range combat weapons with a single click on the hands of the Combat Screen. This saves losing a load of Action Points for equipment rearrangement.



DUNGEON SCREEN

You can readjust the scrolling speed of the messages with the + and - keys. When you use an item it disappears from the Item Window - if it's replaced by an out-of-tune TV, then the chances are you've dropped it or used it in something. If it simply disappears then it's probably deselected, and so you can find it in your Equipment Screen.

ITEM ANALYSIS

Select an item on the Equipment Screen, then switch to the Network Screen and type in "ANALYSE". Your selected item will appear in the small window, and you will see every parameter of your item on the screen. Minimal Requirement values indicate the least values the character requires to use the item. Speed Factor% shows how quickly the item can be moved compared to the initial 100 percent.

ORGANISM ANALYSIS

Move the targeting square over an enemy on the Combat Screen, then switch to the Network and type in "SCAN". The targeted character will appear in the small window together with its actual character page. Always check the Resistances (enemies of the same kind have the same initial values). Select your spells and strategy carefully and wisely. For example, if an enemy has 100 percent resistance against Astral Influences, then it's not wise to attack it with a Lifeforce Drain spell.

"SELECTED"

Always remember that when you select something in the game, it will be accessible somehow on another screen. For example, when you select an item it can be analysed on the Network Screen, or when you select a spell you can cast the selected spell on the Combat Screen.

STAMINA-PARADOX

As you probably noticed, if your Stamina reaches 0 you become unconscious, but if the enemy's reaches 0 it dies. Well, who would bandage or heal up an enemy?

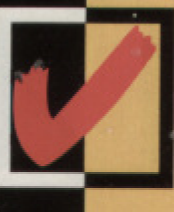
NETWORK SCREEN

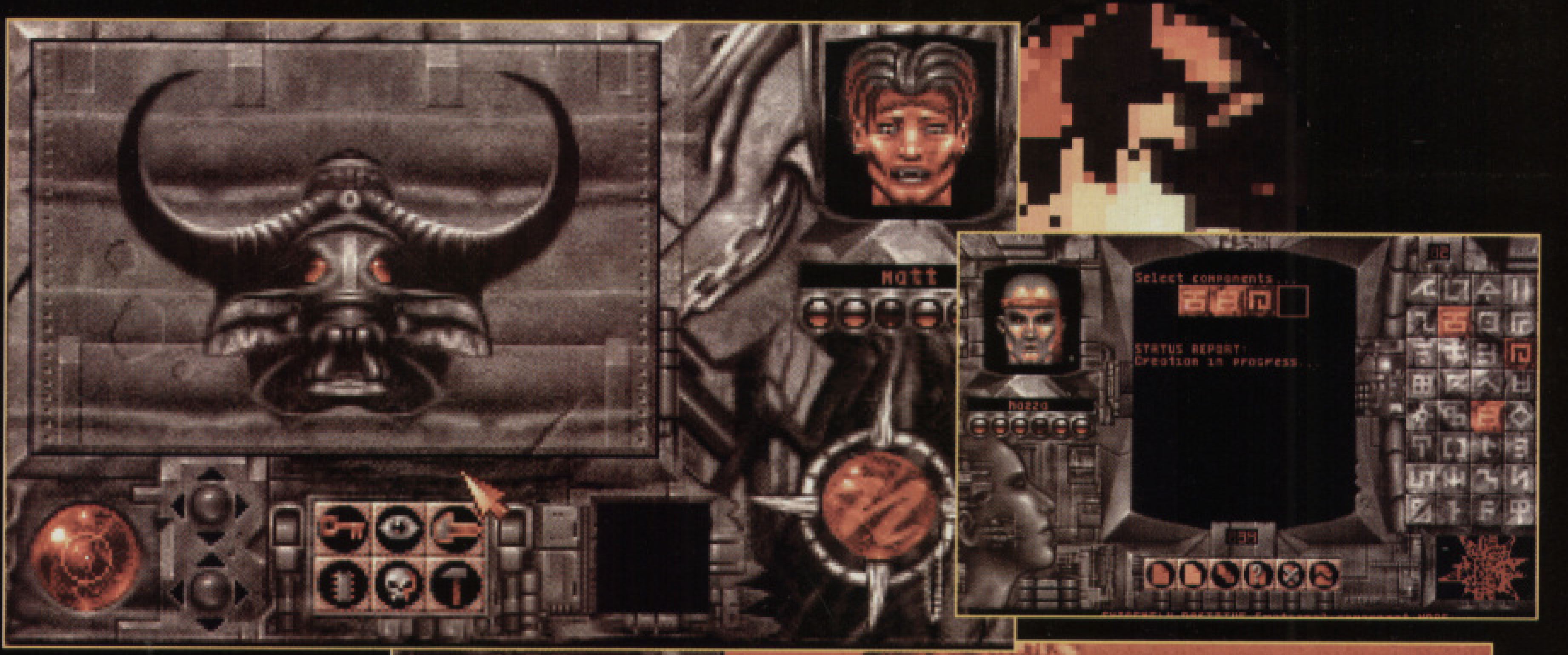
To skip back to a previously-typed command use the up and down arrow keys, just like in the Amiga's Workbench Shell.

RESISTANCES

Resistances are designed to be a second-level filter of inflicted damage. There are 16 of them, and they cover up every possible influence you can face in the game.

Let's look at how they work. Say the basic situation is that you were injured by a blast of the Napalm Eruption spell. The related resistance is High Temperature, and the Original Damage would be 40. So, your percentage resistance against High





Some Useful Numbers





SPELL	CODE
01	17,18
02	18, 31, 32
03	03, 08, 13, 31
04	24, 32
05	263036
06	04,10,25,40
07	09,28
08	23,29,35
09	01, 02, 04, 40
10	26, 30
11	14, 20, 33
12	11, 21, 25, 40
13	31, 40
14	10, 26, 34
15	08, 19, 36, 38
16	10, 22
17	15, 19, 26
18	10, 16, 22, 28
19	07, 14
20	15, 37, 38
21	03, 04, 24, 39
22	17, 19
23	19, 23, 35
24	11, 28, 37, 38
25	20, 32
26	13, 17, 28
27	02, 05, 24, 33
28	07, 36
29	19, 28, 36
30	01, 05, 06, 18
31	11, 18
32	10, 28, 35
33	01, 29, 32
34	32, 34, 36
35	04, 05, 12, 15
36	15, 36
37	09, 33, 38
38	21, 30, 33
39	28, 33, 40
40	16, 17, 21, 27

Temperature affects your damage points.

Your resistances can only be modified by your equipment. For the resistance modification of each item use the Item Analysis network function. Resistances are the only values that don't change in real-time during combat, and they are one of the most important things to build your combat strategy on. For the best attacking method you have to find out the resistances of your opponents — use the Organism Analysis network function.

ACTION POINTS

The Action Point method was developed to simulate the real-time flow of non-real-time combat. At the beginning of each round, each character has 100 Action Points, and it how many Action Points they use for a certain action depends on their personal values. For example: if a character has a speed of 117, then the requirement is on 17 Action Points.

The most important Action Times are:

Operation Time: indicates how many Action points are needed to Move or Change Equipment on the Equipment Screen.

Physical Action Time: indicates how many Action Points needed to perform a Physical Attack or Defence.

Range Action Time and Mental Action Time are the same, but with Range and Mental Attack and Defence.

Note: On the Character Screen, you can see the Actual Status of these values, affected by your Actual Weapons in hand.

Have a pen and paper handy, because when you get a spell, it doesn't tell you what it is used for so you can jot it down for later in the game.

The charts on this page were sent in by: *Alan Taylor from Bolton.Cheers, mate!*

'I met a devil woman with evil on her mind, met a devil woman she's gonna getcha...'! Er, yes... thanks Cliff. That's not really what we meant...



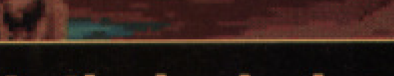
Lure of the Temptress











In the beginning

With this little beauty recently released on budget, we decided that a full solution would be the only thing that would prevent you hopeless games-players from writing in with queries.

In the dungeon

Pull the torch from the wall and set fire to the straw. Go and stand near the door and wait for the Skorl guard to open it. The guard will enter the dungeon and run over to the fire. Nip through the door and slam it shut behind you. Lock the door so the Skorl can't get out. Go to the Guard Room and pick up the knife that's on the barrel. Get the bottle as well and look at the barrel to find the tap. Use the bottle on the tap and then use the knife on the sack. Look at the sack and you'll find a Groat. If you need a laugh, look through the grill.

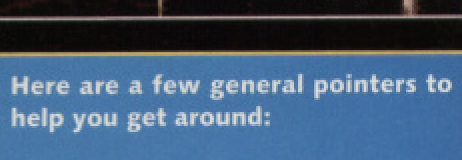
Go right into the Torture Room. Use the knife to cut the leather cord around Ratpouch's feet, and then go to the Outer Cell and give the bottle to the prisoner. Get Ratpouch to push the bricks so you can escape through the hole in the wall. You are now outside the Castle in the Village.

In the village

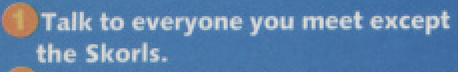
Go to the Forge under the arch in Smithy Street. Talk to Luthern and get the tinderbox. Find Mallin and talk to him, agreeing to do what he asks. Go to the Village Shop and give the metal bar to Ewan. In return, he will give you a Gem and twelve Groats. Go to the Magpie Tavern and give the Gem to Nellie and take the flask she offers in return. Bribe Morkus and talk to him to find out about Goewin. Go back to the Forge and give the flask to Luthern. Talk to Luthern to hear about Grub. Go to the Magpie Courtyard, talk to the stranger sitting down and ask him what he knows about the Black Goat. He will reveal that he is Grub and will give you a lockpick. Go to the Severed Arms and talk to Eileen about Taidgh. She will then give you Taidgh's diary which you should examine before going to the Market Place.

Give the lockpick to Ratpouch and then look at the door on the boarded-up house. You'll find that it has a lock on it so tell Ratpouch to use the lockpick on it. Go into Taidgh's House and look at the apparatus to discover that it has an oil burner. Use the tinderbox on the burner and when the process has finished, use the flask on the tap. The tap is on the right hand side of the apparatus. Go to Middle Street and drink the contents of the flask. You can now enter the Town Hall without getting into trouble with the Skorl Guard. Open the door and go into the Town Hall. Talk to one of the guards and Goewin will be freed. Once he has left the Town Hall, talk to him until the spell has worn off. Talk to Goewin again and then look at the poster outside the Monk's Lodge. Make sure you've spoken to everyone and then talk to Mallin to get the book.

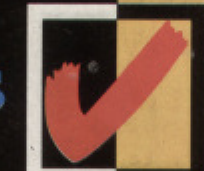




Here are a few general pointers to help you get around:



1. **Talk to everyone you meet except the Skorls.**
2. **Many will tell you what you want to know if you keep at them. It pays to be persistent.**
3. **Don't forget to save your position constantly — you never know what lies around the corner.**







The monk's lodge

Go to the Monk's Lodge and give the book to either monk who will give you a statue in return. Talk to Welk and Toby and, after talking to Toby about Selena, go to the Apothecary Workshop. Ask Goewin if she can provide you with an infusion of herbs. She will ask you which ones you want. Pick the top answer: Houndstooth, Elecampane and Cowbane are out of stock at the Apothecary. Go to Smithy Street and get Cowbane from the flower patch at the left-hand side of the screen. Go back to the Apothecary and give the Cowbane to Goewin.

Leave the Apothecary and wait for a minute before returning to ask Goewin if the spell is ready. If it isn't, wait another minute and ask again. Go to the Severed Arms and talk to Ultar. He should tell you how to get through the Weregate. Go to the gate and talk to the Gargoyle. You need a female to open the gate for you, but the Gargoyles won't accept Gwyn so you have to talk to Goewin and get her to help you open the Weregate. Go to the gate to meet Goewin and when you find her, talk to her and she'll open the gate for you. When the gate is open, don't waste any time before going through it. Goewin will go through automatically. Push or pull the skulls to open the doors. When you are in the blue or green cave, tell Goewin to go into the cave before you and push or pull all the skulls four times. It will take thirty hits for the cave monster to die.

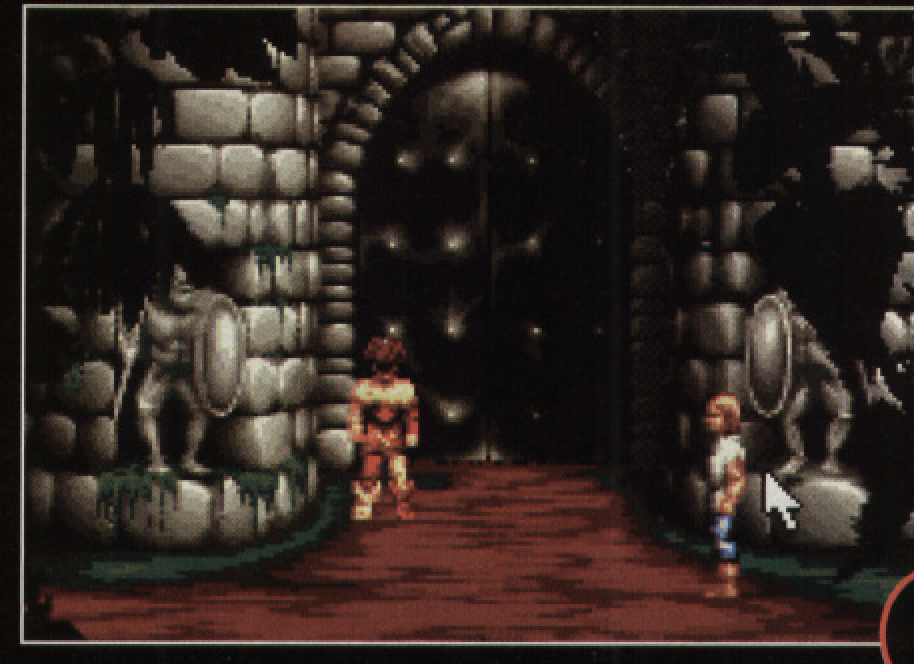
As soon as you reach the dragon's lair, use the potion on the dragon. Talk to him and command him to help you. He will give you the Eye of Gethryn. Getting back to the entrance cave is much easier than getting to the dragon. Push and pull the skulls until the door on the right opens. Once out, go to the Market Place and wait for a Skorl to enter the Village Shop. Look through the window and listen to the entire conversation. When it has finished, go into the Village Shop and talk to Ewan. Now you are off to the castle

In the kitchen

Go to the bottom left set of casks and look at the top one. You'll find that there's a bung in it. Next, go up the steps to the kitchen, look at the carcass to find the fat, get it and also get the tongs. Talk to the stranger twice and say that you've come for Selena. Talk to Minnow and tell him to tell the Skorl that Selena wants to see him. Stay in the kitchen until Minnow returns, then talk to him again. Ask him what the Skorl is interested in. Go back to the Wine Cellar and use the tongs on the bung. Go back to the kitchen and go right to the Passage. Talk to Minnow again and tell him to tell the Skorl that there is a leaking cask in the cellar. Now go up the steps to be above the Dining Room. Wait for the Skorl to leave the screen, count to ten and then go back to the passage. Go through the lower half of the Dining Hall until you reach the Gateroom.

When you reach the Gateroom use the fat on the lever and wait for Minnow to arrive. When Minnow arrives, talk to him and then tell him to pull the lever. You need to operate the winch at the same time as Minnow pulls the lever. This takes a bit of practice. Once you've successfully completed that, go back to the Passage and go up the steps to be above the Dining Hall. Go right to the second half of the Dining Hall, save the game unless you're a brill fighter, and go up the steps to meet the monster on the Drawbridge. It will take thirty hits to kill the monster. When he's dead, go left and — hurrah! — you've finished.





TIPS

SNIP TIPS

Baggsy I have that last banger, Harry. Mmmm. Pass the onions. Ooeer! Look at that jellyfish! Well what can I say! Thanks for the enormous amount of tips and tipulations that have been flooding in of late — you're really getting the hang of this aren't you? Don't forget, software prizes are up for grabs to anyone will a bit of skill, so keep 'em coming. And the address is: Mr Tips, The One, 30-32 Farringdon Lane, London EC1R 3AU.

DOOFUS
Prestige

Mr Alan Taylor has some codes for this 'intriguing' doggy (or is that dodgy, ha ha ha) platformer.

DZ15YS
PH169JP
ZR6189
HK94DV
RR13RV
XH372T
PK49FD
KB15HL
LV18PV
BY87PY

ACTION REPLAYS

CANNON FODDER
Virgin

Recruits c00638-9
Mission c00633
Missiles c01f53
Grenades c01f4d
Level c00627

CHAOS ENGINE
Renegade (or was it MicroProse?)

Player one money c2208e
Player two money c220be

GODS
Renegade (yes, I'm pretty sure it was)

Number of men 225
Health C97
Money 1FB & B68

MORTAL KOMBAT
Virgin

Credits c27f35 & c28903

BODY BLOWS
TEAM 17

What with this having just been released on budget, Aberdeen's very own Gavin Cameron would like to remind us all that you can play as Max (the last character) by holding the joystick in port 0 to the left while holding port 1 to the right for eight seconds. Thanks, mate. I'd forgotten about that!

BENEFACTOR
Psygnosis



Many thanks to, er... well, me actually! Yes, I spent last night playing this excellent puzzle game, and here are the passwords I managed to uncover.

UNDERWORLD
6LRFIRMADM
H2UPQTQLMP
XTSORKRNQJ
6ERFFKPDDI
XGEICHFJDI
67TGPHPCLD
P3EEPRFFQS
P4EAOEAEO
XLUPOTZUTY

BRUTAL FOOTBALL
Millennium

David Bent from Cheshire has sent in a list of codes for this violent kick-about, and here's a few to get you moving...

Division 4:
game 6 — NR8885JJJJJ4R4185W
Division 3:
game 3 Y949JQQQQQQY6Y0XX2
Division 2:
game 1 — ZCC9PGLLLLL2222222
Division 1:
game 2 — YDPYJ3LLLLL2Y2Z2Z2

FLY HARDER
Krisalis

Stuart Kent who hails from historic Winchester earns himself a little software prize for these codes from the *Thrust*-inspired fly about.

PHOTON
METAGRAV
BLACKHOLE
SUPERNOVA
TRANSMITTER
QUANT
NEDGEOPOWER

NIGHT SHIFT
LucasArts

Apparently, Adam Dowsett from Kent has just finished this rather interesting puzzle/platformer, and considering it's recently been released on budget, why not print the young man's codes I thought. You got a problem with that?

BA - Banana, PI - Pineapple, CH - Cherry, PL - Plum, LE - Lemon.

Level 1	BA BA BA BA
Level 2	CH BA BA LE
Level 3	BA CH PI PL
Level 4	PI LE PI PI
Level 5	PI PI LE CH
Level 6	CH PL PL PI
Level 7	CH PI LE BA
Level 8	PI BA PI CH
Level 9	PI LE LE CH
Level 10	LE BA PL PL
Level 11	BA PI CH PL
Level 12	CH PL BA PL
Level 13	PL CH BA PI
Level 14	PI CH PL BA
Level 15	PL PL PI PI
Level 16	BA BA PI BA
Level 17	BA PL CH PL
Level 18	PL LE LE PL
Level 19	LE PI CH PL
Level 20	CH PI PI CH
Level 21	LE CH PI PI
Level 22	PL LE CH BA
Level 23	PL CH CH LE
Level 24	PL PI LE LE
Level 25	BA PI PI LE
Level 26	PL CH CH BA
Level 27	BA CH LE BA
Level 28	LE BA BA PI
Level 29	CH PL CH PI
Level 30	CH CH BA PL



GULP! DEMO DISK
ICE/The One

Considering how long it took me to complete level one of our demo level one last month, I thought I'd give you the second level's code just to make sure you see it all!
Just type 'DEICED'

TANX 'N' STUFF
PD

A number of people have written in with this, but young Christopher Jones from Barhill was the first to find a secret game in our cover disk from the May issue. Just pause the game and press N for balls galore.

ZOOL 2
Gremlin

Lucan Briggs from Hampshire has found that if you type in CREMOLA on the title screen, you get 10 lives. You can also type TOUGHGUY for invincibility, but electric or spiked walls will still kill you.

CORRECTION

POPULOUS

Oops! I'm afraid to say that I made a bit of a mistake in our May issue, when I mis-transcribed 'Peter from Croydon's handy character code. It should have been: ADKITDMEVQD-PXWTN — That's 'N' for Neptune folks Sorry!



GAMES SURGERY

Swing low, sweet chariot. Commin' for to carry me home. Yep, once again Matt The Medic steams the stamps off your letters for later use, and tries to unravel the mysteries of the universe. And all this while being great too. Or something.

Dear Matt

My wife insisted that I buy *Loom*, but we can't figure out anything after we leave the island. We get past the whirl-pool, but can't get anywhere on the second island. Please help, our lives have become miserable 'again'. Long live *Striker*.

Michael Burns, Scunthorpe.

P.S. Get a shave.

Okay... once on the island, walk to the Green Glass City and then left to the shepherds. You wont get past them, but that's okay. Now walk back and cast a camouflage draft on the workers in the tower. Now enter the tower and listen to the conversation. Walk to the crystal and use it. Now use the bell on the right and look at the sphere — this will show you a few things, one of which is how to pass the shepherds. Hope that gets you moving.

P.S. Get a life, Mr Sad 'nothing-better to-do-than-write-in-to-me' Burns.

Dear Matt The Medic,

In the May issue you brought us the solution to *Innocent Until Caught*. It has been a massive help to me up until the point where you say "Go to the police station and talk to the officer about a recent drugs bust, and in return he will give you a bag of flour". Having tried this, I've failed to get the bag of flour. Is there something I'm doing wrong?

Jason Bentley, Somerset.

I went back through the solution and double checked that we hadn't left anything out, but as far as I can tell, as long as you really have followed this sequence step by step, you shouldn't have any problems. When we first received this version of the solution, I actually went through step by step myself and did get the bag of flour. Other than that, if you're still having no joy, try the Psygnosis helpline on 051 707 2333.

Dear Doc,

I have just bought *Legend of Kyrandia* for the Amiga. I gave Brynn my note and she told me to get the amulet and then find Darm. I've done both of these and he says he'll help if I get him a quill. I've found the last songbird but I'm now a bit stuck. Please help.

Adrian Hodgkiss, Ipswich.

To get the feather for the quill you will need to mend the bird's broken wing using the orange gem in the amulet. If you haven't already got this gem, you need to drop a number of nuts and pine cones down the hole in the middle of the forest. Once you've put everything down the hole, a large talking flower will appear (and no, I've not been smoking happy cigarettes) and give you the gem. As always, it's best to collect as many items as possible and then save the game before you start lobbing things around.

Please Mr Tipper [huh]

Can you tell me how to get out of the chambers or cells on level 4 on *Monkey Island 2* on the Amiga.

Chris Woods, Midlands.

Once you're out of the crate, go right and up the stairs into the sign room. Now go down the left passageway and you'll come to a set of carvings. Remembering the words to the song your Ma and Pa sang to you in your dream, push the carvings marked with the correct sequence of bones from top to bottom and they'll swing open. Walk through and you'll eventually find yourself in the hallway to LeChuck's throneroom. Ignore the locks and use the door to open the doggle door. Now you can Jim Morrison (what? — Simon.), 'break on through to the other side...'

Dear Matt the Medic,

I have now played *Indy VI* for some time now, and am really stuck like never before [how dramatic]. I'm in the model room in the labyrinth on Crete, having opened the 2nd door from the right using the stones (out of the 5 doors around the model). Through the 2nd door is a waterfall, and then a dead-end with some skeletons on the ground with some Orichalcum balls (wa-hay!). From this point on, I really don't have a clue what to do. Please help.

Thomas Sabinsky, Denmark.

Okay, it looks as though you've opened the wrong door (possibly just using the wrong combination with the stones) so to be sure that you've got everything right up to this point, we'll start from just before the map room... Place the sunstone, moonstone and worldstone on the spindle (in that order). Align the rising sun with the horns, the full moon with the noon sun, the city with darkness, and then press the spindle to open the door, which you should go through. When confronted by Kerner, don't argue, just give him the stones and when he leaves, use the ship rib on the loose rocks of the wall to the right. When you've escaped the labyrinth, follow Sophia over to the Nazi U-boat.

Dear Matt,

I am completely stuck in *Monkey Island 2* and would be grateful if you could help me. I have found all of the map pieces in part two but I don't know what to do next. I have taken them to Wally on Scabb Island, but he hasn't got his monocle to see with. Please help.

Tim Stanbury, Preston.

I've got three things to say to you Tim: The Lighthouse Lens.

SHOW—OFF'S SHELF

MEDICATION REQUIRED

- David Timms from Edinburgh wants any cheats for *Videokid*.
- Ronan Ruddy from Co. Down wants to know how to get out of the cave section in *Curse of Enchantia*. Also, how do you get passed that forest level in *Furry of the Furries* where the boulder falls down (I was wondering that myself!).

FREE PRESCRIPTIONS

Nurse Joe Wiltshire has written to help fellow Dubliner James Floyd with his *Curse of Enchantia* problems. In the underwater cave you need to collect loads of rocks and give them to the rock smasher fellow (see back wall of cave). He should then give you some string which you tie to the two hoops outside. The mud monster should now go through it and leave some mud behind which you should pick up. Now go and get some sticks from the little holes and then find the coin that is lying around on a rock somewhere (Joe's not too sure, really!) Go to the wishing well and throw the coin, wishing for a helmet. Now go under the falling rocks wearing the helmet, and go into the room and get in the bucket. At this point make a mask using the mud and sticks... the rest is down to you. Cheers, Joe, a piece of software is on its way as we speak.

THE SURGERY IS NOW CLOSED

Our time is up, but don't worry — only a month to go! Thanks to everyone who has been writing in, especially to the Show-off's Shelf. I love you all. The address for your letters is: Matt The Medic, Games Surgery, *The One*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Please don't phone in or send SAEs as I can't answer your queries personally and I punch Andy every time someone calls. So even if it's just for Andy's sake, stop doing it. Alright?

KICK OFF!

THE SENSIBLE WORLD OF SOCCER (PART THE FIFTH)

Andy has collapsed under the pressure of having concocted SWOS two months on the trot, and so while The Clueless Celt lolls unattractively in a deckchair, Sensi Virgin Matt Broughton strolls purposefully (again) to the phone-box by Joe's whelk-stall, his mission to winkle-out gobbets of the freshest and tastiest kind directly from the mouths of those busy Sensible chaps. Have they, in fact, he wonders idly, done anything at all this month?

BUY OTHER PLAYER

LAZIO

1	LUCA MARCHEGIANI	G	(ITA)	£2.6M
2	FERNANDO ORSI	G	(ITA)	£180K
3	ROBERTO BACCI	RB	(ITA)	£400K
4	GIUSEPPE FAVALLI	LB	(ITA)	£650K
5	ROBERTO CRAVERO	D	(ITA)	£1.3M
6	PAOLO NEGRO	D	(ITA)	£400K
7	MAURO BONOMI	D	(ITA)	£400K
8	CRISTIANO BERGODI	D	(ITA)	£260K
9	DIEGO FUSER	RMF	(ITA)	£1.3M
10	ROBERTO DI MATTEO	LM	(ITA)	£650K
11	ARON WINTER	M	(HOL)	£1.8M
12	FABRIZIO DI MAURO	M	(ITA)	£900K
13	PAUL GASCOIGNE	M F	(ENG)	£8M
14	GIUSEPPE SIGNORI	A FF	(ITA)	£8M
15	ALEN BOKSIC	A	(CRO)	£13M
16	PIERLUIGI CASIRAGHI	A	(HOL)	£1.8M

SCOUT PLAYER · EXIT · MAKE OFFER

Liverpool's manager fancies some new blood, and having examined the Lazio team form, has decided to make a bold attempt to buy Gazza for the sum of £3m plus a swapsy of Ian Rush. When you considering that the eight bars by the player's value indicate their eight skill ratings, it doesn't take a genius to see why Gazza is worth £8M verses Rush's £1.8m. Buy buy buy!



Why do I get the feeling that everyone at Sensi is trying to avoid me? Is it perhaps that every time I've tried to make contact over the last week, as soon as I explain who I am, the mystery man on the other end of the phone puts on an unconvincing Turkish accent and tells me "Sorry, no one here. Sorry. No one here." and puts the phone down.

Things improve a little when I get through to Martin, who acknowledges my existence, but politely informs me that "...everyone is really busy at the moment, and probably won't be able to talk to you for another seven months."

In a bold attempt to go directly to the Chris 'The man himself' Chapman, I receive a message informing me that I have a choice. Apparently, I can either have an exclusive demo of International Sensi and some screenshots of *SWOS*, but no interview, OR, an interview and some screenshots but no demo. A difficult choice I know, but with Chappers quite obviously up to his neck in 'work', I tentatively suggest a new alternative whereby I get both the demo and the screen shots, but attempt to corner Jon Hare for our interview. BINGO! We appear to have scored an goal in the nick of time. Though the boy done good. It's a game of two halves etc...

Having progressed from 'Seeking Sensi' I find myself engaged in an 'enjoyable' new game of 'Hunt the Hare'. In this contest, player one (the interviewer) tries to find fifteen minutes in the life of player two (the interviewee) during which he can conduct a telephone conversation. Feeling fairly confident, I moved straight in for the kill, only to be skillfully deflected away until five o'clock that afternoon. That's alright. I can wait. I know how to wait...

Five o'clock cometh. The tape recorder is set up, and I'm feeling pretty sure of myself . I've rung me girlf, "Don't worry lover," I told her, "I'll be home in time for tea." Everybody's happy. That is, apart from Mr Hare, who has been delayed by a heavy luncheon and has requested half an hour's respite. Oh dear.

The clock drags itself round to five thirty, but wait! What's this! Harry is using the only phone in the office that gives a good signal for the tape machine! Damn his eyes! Oh well, fair do's — it is his phone after all.

Right. Five thirty seven. Let's rock. "Hi Jon, Matt here. Ready?" Oh. You're not. I see...

Yes readers, once again, thwarted by the evil leader of the Sensi Syndicate. It would seem that this time he wants me to call him from home 'a bit later on' thus ensuring that I can't go out tonight, not to mention adding all sorts of other problems such as 'will the tape machine work round my girlf's' and 'will her dad kill me for spending about £60 on his phone bill'.

Unfortunately, there's no other time that Jon can do the interview, and so it is my friends, I find myself still sitting here in the office at seven o'clock, with one wasted evening, not to mention one overcooked meal being thrown in the bin by one unhappy girlfriend. Well all I can say is, THIS BETTER BE A BLOODY GOOD GAME! Sorry, I had to get it out of my system.

(I'm so glad that we arranged this properly with Sensible Software. If we hadn't done so, it might have been a total shambles every month. God forbid.)

And the band played on...

WHAT'S GOING DOWN, DADDIO?

Yes, it's happening! I'm finally speaking to Jon and, my word, what a month it's been. "We've just been trying to get things organised really. We've got *Sensi Golf*, *Cannon Fodder* updates and *SWOS* all to be finished in the next two months! We also had to put together your International Sensi demo." Ah, but it was worth it wasn't it. No? Oh, alright. What about *SWOS* then?

"Well we've been getting the transfer market in place, and trying to decide when you can view them. Because you'll have points where some players have played and some haven't, what we've decided is that you'll be able to go to the market after batches of games have been played. All this will be invisible to the gamesplayer because we're batching as small as possible in order to get the best possible consistency to the game."

Originally the lads were going to 'bodge' their way through some of the transfer market sections, but then they decided to go to the other extreme and make it as accurate as possible. Chris Chapman has therefore spent a huge chunk of his time synchronising all the competitions running in the *SWOS* universe and making sure that the information is constantly updating.

"What we've been doing mostly this month has been really boring. It's really technical and dull, but we've been trying to finalise how we

calculate players' form." At this point Jon offers to explain it to me, and like the fool I am, I say 'OK'. Thankfully, the tape machine captured it all, so prepare yourself for an insight like never before...

"Each player has seven skills; passing, heading, tackling, etc,. all scored out of eight. If you've got an incredible player, he'll have a score of 56 (that's 7 x 8, multiplication fans!), whereas if he's really crap, he'll have a score of 7. These skills are set up on a position grid, so that if a player with good heading is placed as a centre forward, that position will fully utilise his heading skill, and will therefore double his heading skill points.

"As an attacker, a player would have two hi-lighted skills, two low-lighted skills, with the rest remaining 'normal'. As an attacker, his finishing and heading skills will be the most important, and therefore doubled. Of course, playing an attacking role, his tackling and passing skills would be halved."

Yes, it certainly makes interesting reading doesn't it? Anyway, you get the idea... "These stats are for calculated results only, or if you're just playing as a manager," Jon adds.

Once you have the players' overall skill score for his position, or 'Gridded' skill, it's affected again by an eighth 'invisible' skill factor which acts as a sort of experience rating. If a player is promoted to an International position, he'll obviously improve, whereas if he's relegated, his performance will suffer.

"We then put his gridded score through this experience factor," Jon continues "which modifies it to give us a number between one and 15. We then take all 11 of these 1-15 scores, plus the raw scores of the ungridded subs, divide it by 15, and end up with the average team score which we call the 'Raw Team Data'. This is further modified by a 'form curve' which rounds the figure off based upon past performances. This gives you an overall, end of the day, all said and done score that is then pitted against another team who have similarly had their score calculated." Bloody hell. I've got a headache.

EXCRUCIATINGLY HARD SUMS

Of course, this only affects computer scores and manager-only games, so the thing I want to know (being a traditional type) is how will these skill points will affect the player if he's 'joysticking' it?

"If you look at the Mega Drive version of *Sensi*, the star player had the ball sticking to his feel. In SWOS this would translate to a player with a high score for the 'Ball Control' skill. This means that we can have eight different levels of 'ball stickiness' depending on the current players ball control rating."

The key thing to bear in mind here, is that a player with a score of 'one' in all skills will still be a really good player — Sensi didn't want to have to disable players just to justify the feature — so you can still have fun without worrying about crawling around the field like a troop of brainless bananas. (I think you'll find that's 'bunch', mate — Harry.).

"The skills should improve the actual playing, so with the skill 'Finishing', when you aftertouch the ball, a good player score will just 'assist' the shot slightly. It won't be unnatural, it will just position it slightly to make it a more difficult shot for the goalie. The goalie could still save it (depending on his skill, obviously) but if your shot is off target, a good finisher might just help it creep in."

Though Jon doesn't want this to overly affect the game, he hopes it will make the teams play in a more realistic way. Rather than Manchester United just being very fast, they should actually play to their positions, so Steve Bruce and Gary Pallister will be really good at tackling, and Mark Hughes will be really good at finishing (and goal-hanging?) but not necessarily good at tackling.

The team hasn't even started on the in-game stuff yet, as they're still concentrating on the menu systems, but Jon points out that 90 percent of the in-game stuff is already there, "...all it really needs is a bit of tweaking to add the skills and make sure they work. With the other stuff (transfers, player skills etc.) we've had to start from scratch. Building it up from nothing is what takes the time."

**Next month: More of the same, only prettier.*

Thanks to Martin at Sensi for being an incredibly helpful dude this month. Cheers, man!

Though the skill bar graphs may look as though they're all over the place, the player can still be of equal value as long as they are played in a position that optimises their individual strengths and weaknesses. This is the magical 'gridded' strategy that Jon mentions. Quite a few times.



Top programming bod Chris Chapman was getting so sick of Andy chasing him for our cover demo that he took a day off just avoid him (not a bad idea, actually!). Chris decided to unwind and watch some telly, and tuned into a Games Master re-run. And who should appear before him in all his propeller-headed glory? Yes! — Andy Nuttall. Chris is said to be recovering quite nicely, and should be out in time for Christmas.



Jon's dishwasher has stopped leaking now, although his wife washed the kitchen floor the other day so Jon got his feet wet anyway. Ah, look at poor old Hoddle; only worth £400,00 these days...

As with many management games, you can send out scouts to look for potential bargains. By entering the amount of money you want to spend, as well as specifying the skills you want the player to excel in, the computer scout will offer as many possibilities as it can find that match your criteria. Once again, a glimpse at the skill bar graph shows why Parker is one of the more expensive acquisitions.

KICK OFF!

RESULTS JUST IN RESULTS JUST IN RESULTS JUS

THE SENSIBLE SOFTWARE FANCY FOOTBALL LEAGUE



The competition of the 1993/4 season reaches half-way and already the 'Dream Team' is becoming clear. Ah, but is it yours?

Welcome back to the action. And bloody exciting it is too — Dominik's leading the League as we enter the third month but he's got two tough matches to get through in order to retain his position. We're all on the edge of our seats here, you know. Sadly, despite the Dead XI 's Swindon Town of a season, there is no late transfer news because only one prominent figure has 'popped his clogs' recently, and we quite liked him. Anyway, on with the results…

THE CLASSIFIED RESULTS

GAME 16

Musician's Union vs. Famous Addicts
Obviously the two 'celebs' had been practising before this game because two goals were scored within the first 10 minutes. Dark horse (or should that be disgusting, ugly, sick-features pig?) Björk (no relation to the pop star, of course!) put the Musician's Union one up, but Matt's joy was cut short a few seconds later as Jools broke through to level the scores. Björk grunted obscenities at the ref after the award of a dubious free kick and was shown the yellow card for being lippy. The reliable Blandford hammered one home just before the whistle to tip the result in Jools's favour.
Result: 1-2 *Scorers*: Björk (1-0), Jools (1-1), Blandford (1-2). *Cautions:* Bottom-faced Björk (yellow card).

GAME 17

Chelsea vs. Liverpool CJC
Tom went positively goal crazy during this match, leaving poor Chappers a tad dazed. The onslaught began with Burley's curved strike into the top corner of the net from a few yards into his opponent's half, (eat your heart out, Fashanu!). Peacock followed up with a straight drive at goal in the second half and sealed the victory with a stunning header a few moments later.
Result: 3-0. *Scorers*: Burley (1-0), Peacock (2-0), Peacock (3-0).

GAME 18

We Luv U Ingl'nd vs. Gotham Park
Everybody knew where Scooby Dooby Doo was during this match — loitering by the goal! His two well-placed volleys found the back of the net almost immediately, putting Jonny Jonny Hare in front. Clough was lucky to get away with a yellow card when he cynically hacked down Batman, but the penalty awarded to the Caped Crusader was more than enough compensation. Catwoman was also booked for going to toilet against one of the goal posts. The Penguin waddled down the wing and lobbed the ball over Jon's stunned goalie to level the score before Hirst thumped home another. Things looked desperate for Simon until the unequalled skill of Batman proved indispensable and Jon conceded a goal. A draw seemed likely but, sadly, Commissioner Gordon blasted in the winner only milliseconds before the final whistle.
Result: 3-4. *Scorers*: Scooby Doo (1-0), Scooby Doo (2-0), Batman (2-1), The Penguin (2-2), Hirst (3-2), Batman (3-3), Commissioner Gordon (3-4)*Cautions*: Clough (yellow card), Catwoman (yellow card).

GAME 19

The Red Machine vs. Catholic Family.
Rik needed a right result in order to draw level with Dominik but unfortunately his slide down the league continued thanks to this narrow defeat. Things began badly as Dalglish shimmied through Dom's defence to score but Nicholas replied by nodding in a fan-tastic cross and JFK forced home another soon after. JFK's celebrations were cut short when the ref took his name for flicking bits of brain at other players. When he argued, the ref showed the red card and ordered the American off for an early bath.
Result: 1-2 *Scorers*: Dalglish (1-0), Nicholas (1-1), JFK (1-2). *Cautions*: JFK (yellow card), JFK (red card).

GAME 20

Musician's Union vs. We Only Sing…
Matt's pathetic beard obviously hindered his footballing skills because Andy (who is crap at everything except being Welsh) managed to win this *The One* grudge match. Torchy the Battery Boy received an early caution for shining his beam into the opposing goalie's eyes and completely vom-inducing pig Björk was also handed a yellow card for being ugly. Mr Benn magically appeared in Matt's area, catching Simon Le Bon completely off-guard. Soup Dragon fired home another a few seconds later to seal the victory for the whingeing old Welsh sod.
Result: 0-2. *Scorers*: Mr Benn (0-1), Soup Dragon (0-2). *Cautions*: Torchy the Battery Boy (yellow card), Björk (yellow card). Parsley the Lion suspended.

GAME 21

Dead XI vs. Liverpool CJC
Before the competition, Harry revealed that he wanted to come "somewhere in the top ten" but if he carries on playing like a girl then the League may decide to suspend him for being crap. Chris Chapman, however, failed to capitalise on Harry's complete lack of talent as he only scored three. Our decrepit Production Editor obviously felt sorry for the Sensi representative and — yes, you've guessed it — scored an own goal for him. Barnes picked up a couple and Houghton nabbed another during the second half. Richard the Lionheart was given a red card for having a name which can be shortened to Dick.
Result: 0-4. *Scorers*: Own Goal (0-1), Barnes (0-2), Barnes (0-3), Houghton (0-4). *Caution*: King Richard I, 'The Lionheart', (red card).

GAME 22

Gotham Park vs. Catholic Family
The crunch match. It was obvious that both players were nervous: Simon was seen drinking bottles of whisky in the corridor before the match and Dominik turned up wearing a different pair of trousers (Lord knows what happened to his other strides). The game reflected the duo's worries. It was a scrappy affair with both players missing absolute sitters. Dominik gained the advantage just after half-time and Simon was noticeably troubled (the uncontrolled sobbing gave this away). Dominik extended his lead by one more with Torquemada heading in a beauty. Predictably, the jammy git clawed his way back out of trouble with a couple of boring goals from Commissioner Gordon. Result: a boring bloody draw.
Result: 2-2. *Scorers*: Nicholas (0-1), Nicholas (0-2), Gordon (1-2), Gordon (2-2). JFK suspended.

GAME 23

We Only Sing vs. Famous Addicts
A nail-biting match, this. In total, eight goals were scored — a victory for football if nothing else. Bungle blasted home the first, followed quickly by a couple from Jools to put the Sensible Boy in the lead. Andy retaliated with a Torchy the Battery Boy hat-trick, but this wasn't enough to clinch victory. Both Marley and Blandford fired home goals to bring the scores level.
Result: 4-4. *Scorers*: Bungle (1-0), Jools (1-1), Jools (1-2), Battery Boy (2-2), Battery Boy (3-2), Battery Boy (4-2), Marley (4-3), Blandford (4-4). *Cautions*: Marley (yellow card). Parsley the Lion suspended.

GAME 24

Dead XI vs. Chelsea
You could tell Tom fancied his chances as he sat down. Grinning like the Cheshire Cat, he kicked-off and scored within a couple of seconds, prompting a groan from Our Grandad. Again, Tom pressed upfield and scored another — a whitewash looked like a distinct possibility. Strangely, no more goals were scored — is this a turning-point for Old Harry? Probably not. But at least he didn't score an own goal this time.
Result: 0-2. *Scorers*: Stein (0-1), Peacock (0-2) King Richard I, 'The Lionheart' suspended.

GAME 25

We Luv U Ingl'nd vs. The Red Machine
When Charles fouled Heighway outside the area, the crowd bayed for his blood but the ref turned a blind eye and awarded a free kick. This was enough for Rik who curled it over the wall and into the goal. This angered Jon who turned up the pace and played out of his socks. Clough scored a hat trick and Hirst picked up a couple to make the end result a convincing victory for the nice Sensible fellow.
Result: 5-1 *Scorers*: Heighway (0-1), Clough (1-1), Clough (2-1), Clough (3-1), Hirst (4-1), Hirst (5-1)

WHAT DO POINTS MAKE?

Each of your eleven players will gain plus or minus points depending on how their team played, as outlined below:

Goalies: Score -1 point for every goal their team concedes or +5 points for a clean sheet.

Defenders: Score -1 point for every goal their team concedes or +3 points for a clean sheet.

Mid-fielders: Score -1 points for every goal their team concedes and +1 for every goal scored.

Attackers: Score +1 point for every goal their team scores.

Goal-scorers: Score +1 point for every goal they score, with an additional +2 points for every hat-trick.

Yellow Cards: individual players score -1 point if they are shown the yellow card.

Red Cards: individual players 'score' -3 points if they are sent off.

If one of your players is suspended from the league, then he'll score -2 points for every match he misses.

THE TEAMS

So who are the all-important managers then, eh?

Simon Byron
Gotham Park Rangers

Andy Nuttall
We Only Sing When We're Winning

Matt Broughton
The Musician's Union

Harry Attrill
The Dead XI

Jon Hare
We Love U Ingl'nd

Jools
The Famous Addicts

Tom Watson
Chelsea

Chris Chapman
Liverpool CJC

Dominik Diamond
Catholic Family

Rik Henderson
The Red Machine

HOW ARE YOU DOING?

Okay, here are the scores so far. Add up the scores for your players and keep the total number of points you accumulate until next month. Ta-ra!



GOALKEEPERS

Ref. No	player name	points last issue	points this issue	TOTAL
1	The Batcave	-5	-5	-10
12	Moomin Troll	-7	-1	-8
23	Simon Le Bon	+1	-4	-3
34	Saint Peter	-13	-6	-19
45	Nigel Martyn	+2	-5	-3
56	Jim Morrisson	0	-5	-5
67	Dmitri Kharine	-8	+10	+2
78	Bruce Grobbelar	-1	+2	-1
89	Pope John Paul II	+3	-3	0
100	Ray Clemence	+1	-7	-6

DEFENDERS

Ref. No	player name	points last issue	points this issue	TOTAL
2	The Batmobile	-5	-5	-10
3	Cat Woman	-5	-5	-10
4	The Joker	-5	-5	-10
5	The Riddler	-5	-5	-10
13	Sooty	-7	-1	-8
14	Bagpuss	-7	-1	-8
15	Crystal Tipps	-7	-1	-8
16	Bod	-7	-1	-8
24	Mark King	-1	-4	-5
25	Paul McCartney	-2	-4	-6
26	John Lennon	-1	-2	-3
27	Howard Jones	-1	-4	-5
35	Attila the Hun	-13	-6	-19
36	Hadrian	-13	-6	-19
37	Richard the Lionheart	-13	-9	-19
38	Henry V	-13	-6	-19
46	David Bardsley	0	-5	-5
47	Gary Charles	-1	-5	-6
48	Martin Keown	0	-5	-5
49	Andy Sinton	0	-5	-5
57	Keith Richards	-2	-5	-7
58	Ubik	-2	-5	-7
59	Boy George	-2	-5	-7
60	Jimi Hendrix	-2	-5	-7
68	Steve Clark	-8	+6	-2
69	Erland Johnson	-8	+6	-2
70	Jakob Kjeldberg	-8	+6	-2
71	Frank Sinclair	-8	+6	-2
79	Alan Hanson	-3	0	-3
80	Mark Lawrenson	-4	0	-4
81	Steve Staunton	-3	0	-3
82	Rob Jones	-3	0	-3
90	Michael Corleone	+1	-3	-2
91	Tom Hagen	+1	-3	-2
92	Vito Corleone	-2	-3	-5
93	Sonny Corleone	+1	-3	-2
101	Phil Thompson	-1	-7	-8
102	Steve Nichol	-1	-7	-8
103	Tommy Smith	-1	-7	-8
104	Phil Neal	-1	-7	-8

MIDFIELDERS

Ref. No	player name	points last issue	points this issue	TOTAL
6	Alfred The Butler	+5	+1	+6
7	Two Face	+5	+1	+6
8	The Penguin	+5	+2	+7
17	Bungle	0	+3	+3
18	Baby Clanger	-2	+2	0
19	Parsley The Lion	-6	-4	-10
28	Eddie Van Halen	-3	-3	-6
29	George Michael	-4	-3	-7
30	David Bowie	-3	-3	-6
39	Rameses II	-13	-6	-19
40	Sitting Bull	-10	-6	-16
41	Capt. Mainwaring	-13	-6	-19
50	Scooby Doo	+4	+5	+9
51	Denis Wise	+4	+3	+7
52	Geoff Thomas	+4	+3	+7
61	Elizabeth Taylor	-2	+1	-1
62	River Pheonix	-2	+1	-1
63	Bob Marley	-2	+2	-1
72	Eddie Newton	-5	+5	0
73	Glenn Hoddle	-5	+5	0
74	Dennis Wise	-5	+5	0
83	John Barnes	-4	+3	-1
84	Jan Molby	-4	+1	-3
85	Ray Houghton	-4	+2	-2
94	Gerard Conlon	+9	+1	+10
95	Wolfe Tone	+8	+1	+9
96	Torquemada	+8	+2	+10
105	Ron Yates	+4	-5	-1
106	Steve Heighway	+4	-4	0
107	Graham Souness	+4	-5	-1

ATTACKERS

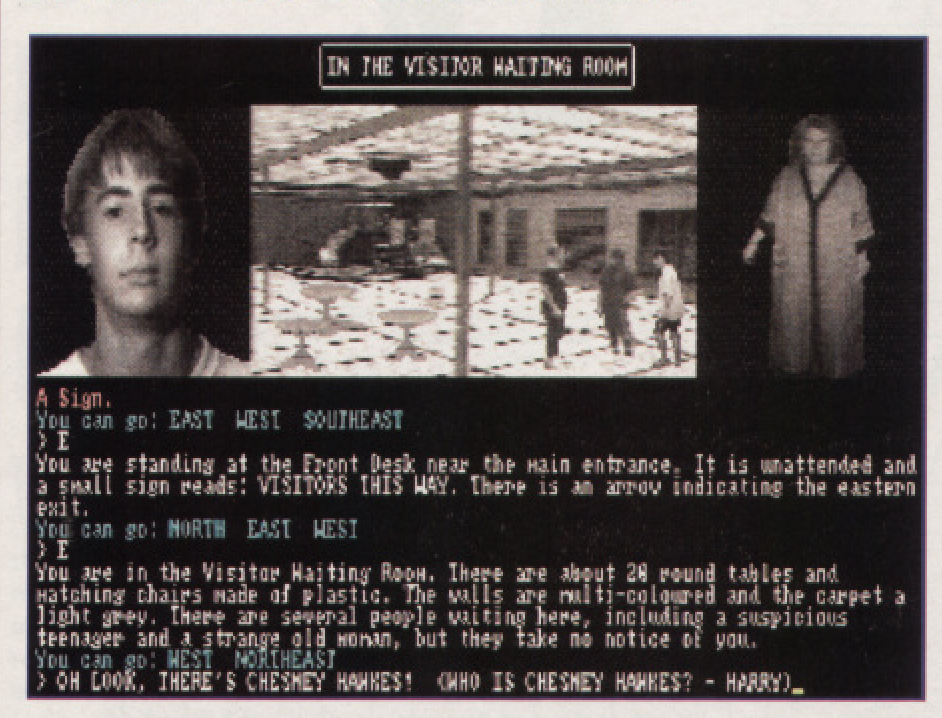
Ref. No	player name	points last issue	points this issue	TOTAL
9	The Scarecrow	+10	+6	+16
10	Comm. Gordon	+18	+9	+27
11	Batman	+14	+8	+22
20	Mr Ben	+5	+7	+12
21	Soup Dragon	+8	+7	+15
22	Torchy (TBB)	+5	+12	+17
31	Peter Gabriel	+10	+1	+11
32	Bjork	+11	+1	+13
33	Sting	+14	+1	+15
42	Icarus	0	0	0
43	Ned Ludd	0	0	0
44	W.A. Mozart	0	0	0
53	David Hirst	+11	+11	+22
54	Lee Sharpe	+8	+8	+16
55	Nigel Clough	+9	+13	+22
64	Sid Vicious	+3	+6	+9
65	Jools	+6	+8	+14
66	Jamie Blandford	+3	+7	+10
75	Gavin Peacock	+4	+7	+11
76	Mark Stein	+3	+6	+9
77	Craig Burley	+4	+7	+11
86	Peter Beardsley	+1	+4	+5
87	Ian Rush	+3	+4	+7
88	Steve McManaman	+3	+4	+7
97	Charlie Nicholas	+13	+6	+19
98	JFK	+15	+5	+20
99	The Singing Nun	+10	+4	+14
108	Kevin Keegan	+8	+2	+10
109	Kenny Dalglish	+11	+3	+14
110	Roger Hunt	+15	+2	+17

THE LEAGUE AFTER 5 GAMES

Win = 2 points, Draw = 1 point.

Team	Played	W	D	L	F	A	Pts
Catholic Family	5	4	1	0	14	2	9
Gotham Park Rangers	5	4	1	0	16	5	9
We Luv U Ingl'nd	5	3	0	2	15	4	6
Famous Addicts	5	2	2	1	9	4	6
We Only Sing...	5	2	1	1	11	3	5
Musicians Union	5	2	0	3	10	5	4
Chelsea	5	2	0	3	8	7	4
Red Machine	5	2	0	3	10	6	4
Liverpool CJC	5	1	1	3	6	8	3
Dead XI	5	0	0	5	0	13	0

I've got the chills, they're multiplying. And I'm loosing control. 'Cause the power you're supplying — It's electrifying. Matt Broughton doesn't think up very good intros, but by God does he know how to review Public Domain software.





TEMPORAL MISPLACEMENT

17 Bit Software, Disk 3110

It's my dad's fault that I'm here, really. When I was about seven, he brought home one of the Apple II's from his work, and that was when my life changed. Gone was the happy child who ran in the garden with the sun streaming through his healthy head of hair; replaced by a square-eyed, sleep-deprived saddo, who'd rather spend his entire Summer holiday playing *Apple Trek* or *Lemonade* than run stark naked through the back garden like everybody else (are you sure about that last bit? — Simon.).

And why this sudden nostalgia trip? Well, it's because I don't think I've seen a text adventure like this since 'the good old days'. Of course the funny thing about those so-called 'good old days' is that when you actually look at anything you remember rather fondly, you suddenly realise that 'the good old days' were actually quite crap.

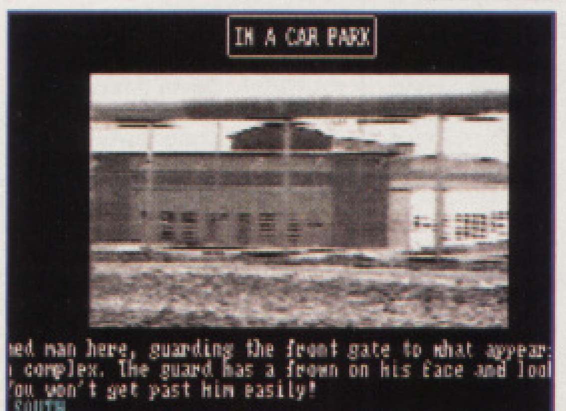
Here's a prime example. Many times I've thought back to those happy days of text adventures and the time spent pulling huge tufts of hair out because it won't let you 'take plank', only to find later that this isn't because you haven't solved a puzzle, but because the game only recognises 'get plank'. AARRGG!! Happy days indeed.

And what's this before me? Well blow me down if it isn't a 90s version of the aforementioned 'fun'. Yes *Temporal Misplacement* is a text adventure, tarted up with some black and white digitised graphics and the occasional sampled 'hello'. And what's more it's temporally misplaced. Not alf!

"You are standing at the southern end of a large, near empty car park. There is an icy chill in the air and a slight breeze whirls pieces of discarded paper around your feet. You can see: A Crumpled Security Pass." TAKE SECURITY PASS... "Take is not in my vocabulary." PICK UP PASS... "Pick is not in my vocabulary." GET SECURITY PASS... "Security Pass is not in my vocabulary." GET PASS... "Pass — taken" HOO-BLOODY-RAY!! Have I won yet?

Now I remember why people don't produce these text adventures anymore...

OVERALL 37%



OVERLANDER

17 Bit Software, Disk 3116

I was a bit of a git when I was a teenager. Still am, really. Apart from drinking too much cider and snogging lots of innocent girlies on holiday, I tricked some of my closest friends into giving me money just so I could get my hands on Spectrum games that I couldn't afford otherwise.

One particular example springs to mind, where I convinced a 'mate' that we should form a 'games club'. Membership to this club would include such perks as being able to pay half towards any games I fancied, as well as being allowed to "come round my house and play them whenever you fancy" — it proved too much for such weak minds.

So anyway, thanks to my mate's particularly soft and gullible grandad, there I was — only days after thinking up the idea — plodding down to Boots with someone else's money clenched tightly in my criminal-like grasp. And how did I choose to celebrate? Well, I went out and bought Ocean's *Moon Alert* for my Spectrum. And jolly good it was too.

Well at least now you know why I've been prattling on for 176 words (I've just counted, honest) because this is an excellent-looking clone of the aforementioned game.

Though some people will know the game better from the old arcade version called *Moon Buggy*, the concept itself should be familiar. You have to drive a small buggy across a horizontally scrolling lunar surface punctuated by craters, rocks, mines and areas of fire. Your buggy comes complete



with the latest in jumping accessories, as well as packing horizontal and vertical fire power — the latter being used to hold off attacking alien craft which appear periodically and do their best to blow you up or, more 'gitishly', bomb chunks out of the road surface in front of your bug.

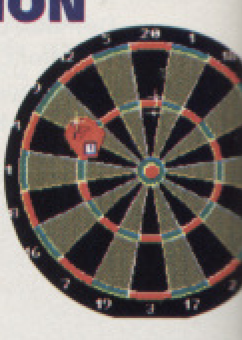
The presentation is superb throughout, with three different sound tracks to choose from (one of which sounds suspiciously like Psygnosis' *Nitro*), and colourful graphics sporting three layers of parallax.

As always, the simplest ideas are the best. And this is one of them.

OVERALL 88%

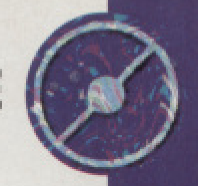
WORLD DARTS CHAMPION

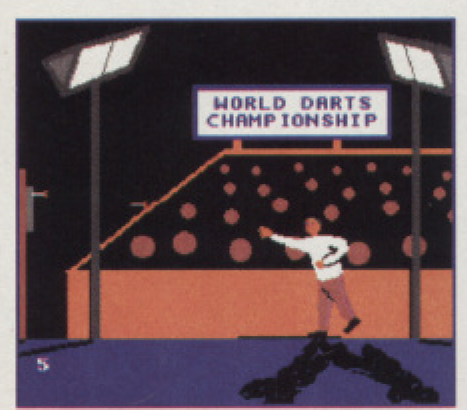
PD Soft, Assassin Disk 156 (with Quackers and Karate Champ)



I've selected this game out of the three appearing on Assassin Disk 156 mainly because it was the only one that was any fun, and also because the other two were so crap that it hurt my head having to think of things to say about them.

World Darts Champion is (when you strip it naked and be brutally frank) nothing more than a reactions test, with a bit of mental arithmetic thrown in for good measure.





You can initially set the options for either a one- or two-player game, as well as selecting either 301 or 501 games played over one, three five or seven legs. You can also change the speed of the hand. (Hand? What hand? — Simon) Ah, let me explain...

The actual match is shown with a hand moving in diagonal lines across a board. You see the flights of the dart in the hand (you know, the feathery bits) which act as a cross-hair for your shots. It's fairly simple really; when the cross-hair is over the number you want, press fire. A score display by the side of the board lets you know what your total while a digitised voice announces any really decent scores ("one hundred and eighty!" etc.)

The computer's turns are shown side-on 'camera viewed' with your strangely-drawn opponent doing his thing, and displaying ever-increasing intelligence as you work your way through the quarter and semi-finals.

The thing is... that's it! It sounds very dull I know, but all I can say is that for some reason I keep coming back to play it again . I don't normally go in for really ploppy games, but there you go! Anyway, here's the mark, so shut up...

OVERALL 69%

ROB'S GAMES

17 Bit Software, Disk 3039

This is an excellent little compilation, with a handful of games that seem to be completely unrelated except that they are mostly pretty bloody good! First up is *Dynamite War*; a *Dynablaster* game for up to five players. Unfortunately, there are only human players in this game, and the enemies are fairly limited due to the amount of screen space actually free (with five players and a lot of bricks, there's not much room to start with).

Initially, you have to spend time blasting yourself a way through to the other players, but during this time you'll also uncover a number of power-ups such as shields and speed, as well as increasing the number of bombs allowed on-screen at any one time. The bad news is that quite often you'll also uncover weird 'slime creatures' that ooze around the place in a deadly manner. Forgetting the opposition for just a minute, you're generally your own worst enemy as you walk into poorly-timed explosions or get caught up in chain reactions. Overall this is an excellently presented game, but not as much fun for one player as it would be with a few chums.

It's time for *Scorched Tanks*, one of my personal all-time favourite PD games. This is based around the old 'two tanks trying to shoot each other' scenario, only beefed up with an impressive armoury of nasty weapons and shield facilities. You can play with up to four tanks, with any variation of human, robotic or cyborg opponents.

There's not really any way to explain this game as it's extremely simple — just requiring you to work out trajectories etc. — but once you get hold of some of the awesome weapons, you'll definitely have a good time (and I should know because I've just spent hours playing *Scorched Tanks* with Harry and Andy! Guess who won eh?)



Turbo Hockey* is the only duffer in the compilation. It's a sad two-player top-down affair — in fact, it isn't really worth mentioning at all, so I'll stop right there...

***Cardz* is a very well presented selection of four popular card games, with simple graphics and simple controls. Though this doesn't sound particularly exciting, if you want a decent card game for your Amiga, you'll find something interesting here.**

Thrust is a brilliant conversion of the popular oldie, with you rotating and thrusting your little ship around stark locations in an attempt to find and retrieve 'a little ball thing'. It's all about momentum and the laws of gravity, and a lot more fun to play than I'm really making it sound here. It's one of those rare games that really gets you panicking, but of course, you'll have to play it to appreciate it.

Overall, I'd recommend this package immediately if only for *Scorched Tanks (which, if you haven't quite realised, is my all-time favourite PD game of all-time)*, but with a few other interesting games in there, it's an absolute barg.

OVERALL 90%



ANT WAR

17 Bit Software, Disk 3082 (2 Disks)

Ant War is a bit of a strange one, really. It doesn't resemble any game I've played before, combining bits of *Lemmings* with, er... well, other things that I can't quite put my finger on.

In its simplest terms, it's a two-player game, with each person controlling a small army of ants (or infantry — groan!) You can deploy your ants, one by one, onto an overall landscape complete with *Lemmings*-like land marks and generally weird obstacles. Each ant is able to perform a number of actions; walking, shooting, building bridges, chopping through obstructions, etc. and you can decide to use as many or as few as you like.

Ant War is played in turns, with a number of points being available to each player to spend on a single ant or spread out across an army. Most of your time is spent negotiating the weird landscape, and when the enemy is finally spotted, it's time to get your guns out and do some real damage.

Of course, the other player is doing much the same, working his way towards you, but not necessarily along the same path — there are a number of levels of height on each level. You can expect to use a few ants as bridges, a few miners, and a couple of trekkers on each level, but it all generally ends up with you just facing the enemy and shooting each other. This part of the game is controlled by entering an angle to shoot at, and a strength (sounds like *Scorched Tanks* again — only not quite as groovy!)

At the end of the day, this is an interesting attempt to produce something a bit different to the norm, but doesn't really work — 1. Because its a two-player only game,



you've got to find someone who wants to play with you (chortle) and 2. because it comes out as a bit too limiting, with only a couple of things to do throughout the game.

I commend the programmers on their pre°-game presentation (you'd never believe how many different logos the company have) but as interesting as these two disks may be to browse through, there's not really too much of a game to get your teeth into.

OVERALL 59%

PD PEOPLE

• PD Soft, 1 Bryant Ave, Southend-On-Sea, Essex SS1 2YD
Telephone: (0702) 466933

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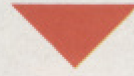
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Overall Score 91%.
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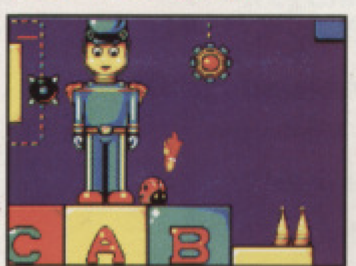
We went to say good-bye to the sea when the sun was low enough to be doing some intricate golden things with the water. Harry said that if we were lucky we might find some semi-precious stones washed-up at the edge of the tide. So we searched among the shining pebbles, half-heartedly at first, for bits of amber, citrine and carnelian. Then, Simon stopped us all in our tracks with a shout. "Hey, I've found something fan-tastic." We crowded round excitedly. "It's Elfmania! Look, see how it shimmers with a fiery hue!" Just then Andy exclaimed. "Dolgellau! I don't believe it, it's James Pond 3, glowing even more temptingly than a pint of mild!" And almost at once Matt squawked. "Blimey! If I'm not mistaken, that imperishable hunk of burning crystal yonder is in fact, Bump 'N' Burn!" We decided at once to take these precious games back to the office, polish them lovingly and set them forever in 24 carat Recommended. And here they are.

Alfred Chicken

86%

Publisher:	**Mindscape**
Issue Reviewed:	**October 1993**
Memory:	**1Mb**
Price:	**£26.99**

Although not as good-looking as some of the recent flock of platform games, Alfred scores over many of its rivals by simply being incredibly playable. There are tons of secret rooms and bonuses to find and, generally speaking, you'd be hard pushed to find a better no-nonsense platform romp.



Brutal Sports Football

88%

Publisher:	**Millennium**
Issue Reviewed:	**November 1993**
Memory:	**1Mb**
Price:	**£25.99**

It's been a long time since Speedball 2 set the pace in fantasy sports games, and while Brutal Sports Football doesn't quite make the Bitmap game obsolete it's a worthy companion piece. It's extremely violent, with spurts of blood flying everywhere and even the occaisional decapitation. You have been warned...

Alien Breed 2

91%

Publisher:	**Team 17**
Issue Reviewed:	**December 1993**
Memory:	**1Mb**
Price:	**£26.99**

Team 17 return to familiar territory with this, the sequel to the game that first established the company as one of Britain's leading Amiga developers. It's more of the same Gauntlet-esque bug-hunting action basically, but bigger, busier and blastier. Some have complained it's too easy, though...

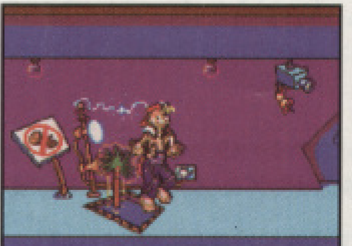


Bubba 'n' Stix

91%

Publisher:	**Core Design**
Issue Reviewed:	**January 1994**
Memory:	**1Mb**
Price:	**£25.99**

Another platform game from Core Design? Surely not! We shouldn't moan, though, especially if they're as well designed as Bubba 'n' Stix. Yes, it's a bit short, but it's beautifully programmed, the graphics have a vividness not often seen on the Amiga and there's a brilliant vein of humour running through it all. Fantastic stuff, when all's said and done.



Beneath a Steel Sky

93%

Publisher:	**Virgin Interactive**
Issue Reviewed:	**November 1993**
Memory:	**1Mb**
Price:	**£29.99**

Revolution's latest has been produced in collaboration with comic artist Dave Gibbons, and if ever there was a match made in heaven, then this is it. The result is a stunning graphic adventure which might lack humour compared to Monkey Island — but more than competes in every other department.



Bump 'N' Burn

90%

Publisher:	**Grandslam**
Issue Reviewed:	**June 1994**
Memory:	**1Mb**
Price:	**£25.99**

Addictive 3-D racing as this Super MarioKart-with-knobs-on screeches on to the Amiga. Death Race 2000 in a chucklesome cartoon style, with amazing weapons to blast your way through eight levels of super-charged chicanery, make Bump 'N' Burn a must for those who always thought that all Scalectrix lacked was a bit of mindless violence.

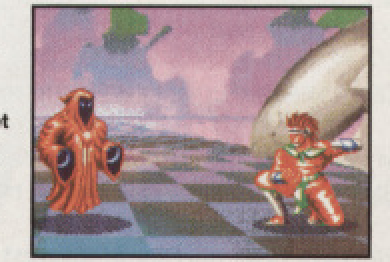


Body Blows Galactic

87%

Publisher:	
Team 17	
Issue Reviewed:	**December 1993**
Memory:	**1Mb**
Price:	**£26.99**

Yet another sequel from Team 17 which does for street fightin' what Alien Breed 2 does for bug huntin'. Body Blows Galactic is 'the business', boasting much smoother animation — the characters no longer move like Scott Tracy — faster action, animated backgrounds and enhanced sound effects.



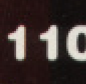
Cannon Fodder

91%

Publisher:	**Virgin Interactive**
Issue Reviewed:	**December 1993**
Memory:	**1Mb**
Price:	**£29.99**

War, according to the Sensible boys, has never been so much fun, and we have to agree — Cannon Fodder is one of the most enjoyable games we've played in yonks. It may look like a fairly simple run-around and blast affair, but there's a surprising amount of strategy needed if you're to make it through to the end.

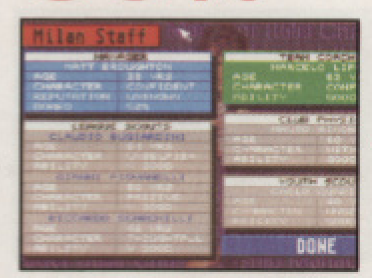






Ch'ship Manager Italia

89%



Publisher: Intelek
Issue Reviewed: March 1994
Memory: 1Mb
Price: £17.00

Although the main difference between this and the other Championship Manager games is that you get to take control of clubs with funny names, the reduced price and increased running speed earn this a respectable mark. Novices may have a bit of trouble getting to grips with it but for the rest of us it's fab.

Heimdall 2

90%



Publisher: Core Design
Issue Reviewed: April1994
Memory: 1Mb
Price: £34.99

Heimdall 2 is without a doubt, the best of its kind. It's got just the right balance between action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs and great dollops of magic will keep you on Loki's trail, in the company of a fetching Valkyrie saucily-named Ursha.

Elfmania

91%



Publisher: Renegade
Issue Reviewed: June 1994
Memory: 1Mb
Price: £25.99

Mortal Kombat comes to the elf-kingdom and gets its teeth kicked-in by a gorgeous girly with pointy ears. Elfmania makes all other beat 'em-ups on the Amiga look pretty crappy — and the introduction of strategy is truly inspired. We were completely gobsmacked. It's the best ever. Honestly.

Hired Guns

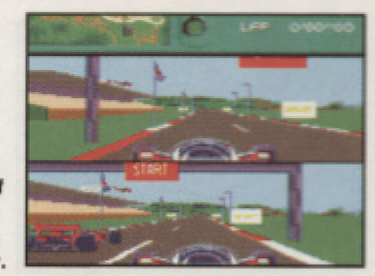
91%

Publisher: Psygnosis
Issue Reviewed: September 1993
Memory: 1Mb
Price: £29.99

You may not think you like RPGs but if so then you probably haven't played Hired Guns — it truly is an RPG for everyone. Using a Dungeon Master-style control system you must guide four futuristic mercenaries around complexes blasting all and sundry and solving puzzles. Violent and fun

F1

90%



Publisher: Domark
Issue Reviewed: February 1994
Memory: 1Mb
Price: £25.99

From the French geezers who brought you Vroom comes this, the official F1 licence. To be honest it's basically Vroom all over again but slightly faster, (as if it needed to be!) and with a superb two-player mode. Although not realistic enough to satisfy a true F1 buff, it offers incredible thrills and spills to the arcade lover.

Jurassic Park

89%



Publisher: Ocean
Issue Reviewed: October 1993
Memory: 1Mb
Price: £26.99

An Ocean film conversion with not a platform in sight? Shurely shome mishtake? Nope — taking a pinch of The Chaos Engine and mixing it with a couple of spoonfuls of Legends Of Valour, JP turns out to be a game worthy of the licence, with arcade action a-plenty. Deserves to be a smash.

Frontier: Elite 2

96%

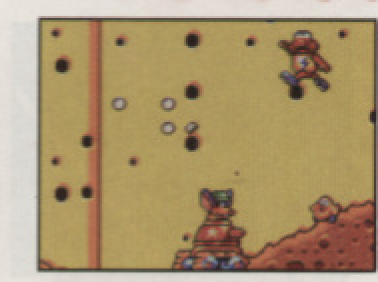


Publisher: GameTek
Issue Reviewed: November 1993
Memory: 1Mb
Price: £34.99

We've waited a long, long time for this, but it's been worth every minute of it. Frontier is, quite simply, the game you bought your Amiga for. Admitted, it's not the most 'beginner friendly' game ever, and it takes a while to get its hooks into you, but when it does it won't let go for years. A must buy.

James Pond 3

90%

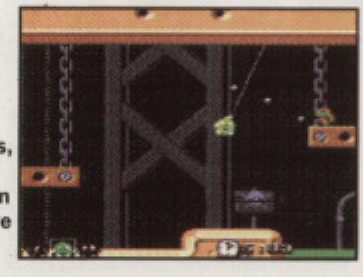


Publisher: Millennium
Issue Reviewed: June 1994
Memory: 2Mb
Price: £29.99

The third Pond platformer is huge. And bloody fast. In Operation Starfi5h Pond weighs in with a leaner, meaner, Sean Connery of a performance to surpass his cute Roger Moore in Robocod. OK, so there's bit less colour but bags more character and the gameplay is infinitely more taxing. The ultimate Pond adventure!

Fury of the Furries

90%



Publisher: Mindscape
Issue Reviewed: January 1994
Memory: 1Mb
Price: £29.99

A puzzle/platform game very similar to The Lost Vikings, Fury of the Furries offers 100 levels of mind-bending, reflex-testing action as you use your three cute Tinies in various permutations to reach each stage's exit. Believe us, it's as addictive as hell.

K240

90%



Publisher: Gremlin
Issue Reviewed: May 1994
Memory: 1Mb
Price: £29.99

The best strategy game since Dune 2, K240 is a bit like Populous with asteroids. From your base-asteroid it's up to you to discover more, colonise 'em, exploit 'em, and defend everything you've got against aliens in a race for galactic domination. Build fleets, blast aliens, mine stuff. The gameplay is brilliant and we love it.

Genesia

88%

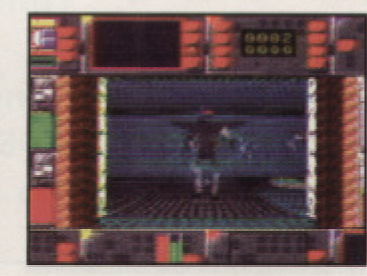


Publisher: Mindscape
Issue Reviewed: January 1994
Memory: 1Mb
Price: £29.99

This is a huge 'society building' game very similar to The Settlers. Starting off with a tiny tribe of people, you must use their various skills to build a thriving civilisation. It's not as easy to get into as The Settlers, but offers greater rewards for those who persevere.

Liberation: Captive 2

94%



Publisher: Mindscape
Issue Reviewed: December 1993
Memory: 2Mb (CD32/A1200 only)
Price: £34.99

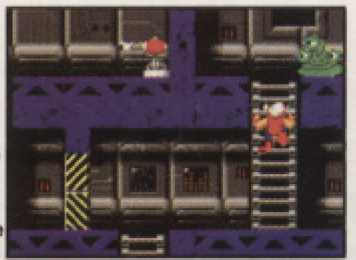
Yes! Here it is — the first CD32 game to enter Recommended. And deservedly so — Liberation is a brilliant, atmospheric RPG with one of the sexiest intros you're ever likely to see. Really shows off Commodore's capabilities to the full.

The Lost Vikings

90%

Publisher: Interplay
Issue Reviewed: June 1993
Memory: 1Mb
Price: £25.99

The Lost Vikings is an arcade adventure. You have three characters under your control, each of which has different abilities, and you have to use them in the right order to solve the puzzles. And we reckon it's one of the best of last year's releases.



Premier Manager 2

90%



Publisher: Gremlin
Issue Reviewed: September 1993
Memory: 1Mb
Price: £25.99

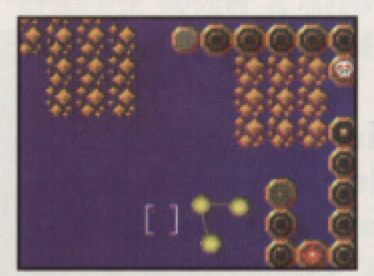
It's not every day you hear us raving about a football management sim, so when we do you can bet it will be pretty special — as Premier Manager 2 is! It's full of features and options, yet still marvellously easy to get into and play. If you fancy taking your team to the top of the league then here's where to come

Mega Motion

86%

Publisher: Black Legend
Issue Reviewed: April 1994
Memory: 512K
Price: £19.99

One of the most rewarding and brain-teasing games we've played for ages. The concept is simple and the animation fab. It reminds us a bit of Boulderdash but it's not derivative. Only available as part of a two-pack, the other game being Statix which we rate at 84% and just misses its own entry. Stonkingly good value.



Puggsy

90%



Publisher: Psygnosis
Issue Reviewed: March 1994
Memory: 1Mb
Price: £34.99

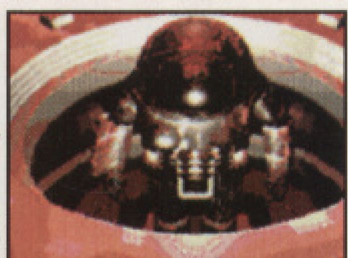
On the surface, Puggsy looks like a slow platformer with not much going on, but if you spend a few minutes learning the game mechanics and experimenting with the Total Object Interaction, then you'll discover a beautifully animated arcade adventure with fantastic graphics and sound.

Microcosm

86%

Publisher: Psygnosis
Issue Reviewed: January 1994
Memory: 2Mb (CD32 only)
Price: £TBA

Okay, so basically it's little more than a basic 3D shoot-'em-up in the Space Harrier mould, but as far as 3D shoot-'em-ups go it's just about the best-looking one you could possibly imagine. And it plays pretty well too, although the joypad doesn't half make your thumb sore. All it really lacks is variety. Ah well



Qwak

88%



Publisher: Team 17
Issue Reviewed: November 1993
Memory: 1Mb
Price: £12.99

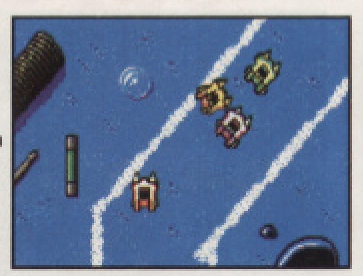
Qwak may be 'just' a budget title but it's completely brilliant which is why it's found a home here amongst the Recommendeds. It's a one- or two-player Bubble Bobble-style game, with the aim being simply to amass points on your platform-filled odyssey through the kingdom of cuteness. Simply marvellous.

Micro Machines

89%

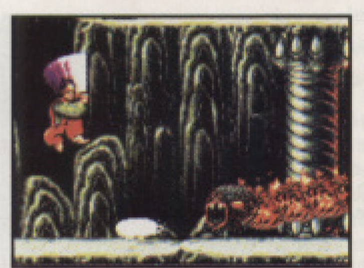
Publisher: Codemasters
Issue Reviewed: October 1993
Memory: 1Mb
Price: £25.99

No-one guessed that the Codies would beat Team 17 in the top-down racer Grand Prix but by golly they have! Although Micro Machines isn't quite as groovy in one-player mode as Overdrive, it compensates for this by having the best two-player action you're every likely to see. It's got to be played to be believed.



Second Samurai

87%



Publisher: Psygnosis
Issue Reviewed: December 1993
Memory: 1Mb
Price: £29.99

Although perhaps looking a little too similar to the original First Samurai, this sequel is a far better game. The hero doesn't move quite a fluidly as he used to but he's still pretty nifty with his sword, and the tighter level design and less oblique puzzles make for a much more entertaining experience all round.

Mortal Kombat

89%

Publisher: Virgin Interactive
Issue Reviewed: January 1993
Memory: 1Mb
Price: £34.99

Top marks to Virgin and Probe Software for coming up with arguably the most accurate coin-op conversion seen in a long time. Everything from the arcade original is here - the graphics, the sound and, most importantly, the gameplay ('the gore' surely? — Ed). Up until Elfmania, this was the best beat-'em-up on the Amiga..

MORTAL KOMBAT PIC

The Settlers

90%



Publisher: Blue Byte
Issue Reviewed: December 1993
Memory: 1Mb
Price: £34.99

Imagine Little Computer People cross-bred with Populous and you'll have a good idea as to what The Settlers looks and plays like. It's your typical God game (build an empire, keep your folks happy and quash any rivals) spruced up with some super-cute animations on your subjects. Very user-friendly

Overkill

89%

Publisher: Mindscape
Issue Reviewed: October 1993
Memory: 2Mb (A1200 only)
Price: £25.99

An A1200-only game which actually makes use of all the 32 bits, Overkill is the most intense blaster you're ever likely to come across. It's basically Defender with a few gameplay tweaks, so for shoot-'em-up purists it's the equivalent of heaven. May be a bit short for some, though.



Skidmarks

88%



Publisher: Acid Software
Issue Reviewed: January 1994
Memory: 512K
Price: £25.99

If you have fond memories of Super Off-Road then prepare to have them rekindled with this, a superb racer viewed from a similar 'isometric' perspective. Although a bit of a duffer when played alone — the computer cars are crap to say the least — it's brilliant in two-player mode.



Simon the Sorcerer

89%

Publisher:	AdventureSoft
Issue Reviewed:	February 1994
Memory:	1Mb
Price:	£34.99

Brits AdventureSoft take on the American might of LucasArts and Sierra with this humourous graphic adventure. Obviously intended to be a Monkey Island 2 beater, it comes close to succeeding. However the interface doesn't quite surpass Lucas Arts' and the puzzles are tough — but don't let that put you off.



Syndicate

88%

Publisher:	Electronic Arts
Issue Reviewed:	July 1993
Memory:	1Mb
Price:	£26.99

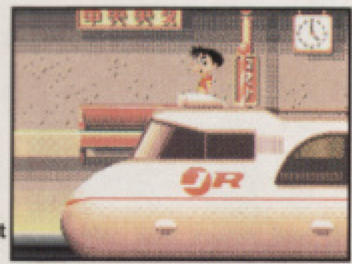
Cross Bladerunner with a Sam Peckinpah movie and what do you get? Syndicate. From Bullfrog, this isn't perhaps quite in the same league as Populous 2 or Powermonger but it's damn fine all the same, especially if you like your computer game violent gory and realistic. Dead smart.

Soccer Kid

93%

Publisher:	Krisalis
Issue Reviewed:	September 1993
Memory:	1Mb
Price:	£26.99

Well, well, well. Just four months after we screamed that Superfrog was the best Amiga platform game ever, along comes Soccer Kid and we have to change our tune. It's nothing short of brilliant — gorgeous to look at, sweet on the ears, and boasting some of the slickest gameplay we've seen in a long time. Buy it!



Uridium 2



91%

Publisher:	Renegade
Issue Reviewed:	November 1993
Memory:	1Mb
Price:	£26.99

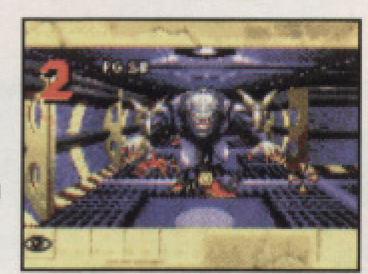
The C64 classic comes to the Amiga in style, souped-up beyond belief with 32-colour graphics, 50-frames-per-second action, multi-way scrolling, power-ups and all the other good things you've come to expect from a 90's shoot-'em-up. It's very tough, but for die-hard blasting fans it's a dream come true.

Space Hulk

91%

Publisher:	Electronic Arts
Issue Reviewed:	October 1993
Memory:	1Mb
Price:	£31.99

At last — a conversion of a boardgame that doesn't simply recreate the board in DPaint! Instead, Space Hulk takes all the best bits from the original game and bungs in a whole load of extra computer effects to create one of the most atmospheric strategic-blasters we've seen in ages. Completely ace.

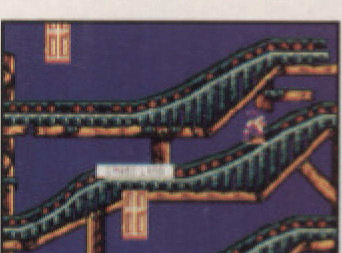


Wiz 'n' Liz

86%

Publisher:	Psygnosis
Issue Reviewed:	November 1993
Memory:	1Mb
Price:	£26.99

Originally a Mega Drive game, this cutesy race-'n'-collect-'em-up is perhaps a little too simplistic to be worth buying if you're going to be playing it alone — you're likely to get bored of it long before the end ever comes into sight — but it's great value if you've got a friend who can join in the fun.



Stardust

91%

Publisher:	Bloodhouse
Issue Reviewed:	December 1993
Memory:	1Mb
Price:	£16.99

An unbelievable bargain at the price, Stardust is the ultimate Asteroids clone. The graphics have to be seen to be believed and it plays as well — maybe even better — than it looks. Along with the stunning 3D sub-game breaking up the rock bustin' between levels, this is a feast you just have to treat yourself to.



Zool 2

90%

Publisher:	Gremlin
Issue Reviewed:	January 1994
Memory:	1Mb
Price:	£26.99

Yet another sequel wangles its way into these Recommended pages. Despite being more of the same, this is far superior to the original — Zool now has much more character, is much better animated and is a lot more enjoyable and less frustrating to control. You can even play as Zooz, Zool's girlfriend!



COMPETITION

Yes! It's the quiz of the month! If you fancy your chances of winning one of ten fab-tastic software prizes then you've come to the right place. Just answer the following questions...

(1) Who is the current Prime Minister?
(2) When was the Battle of Hastings?
(3) What year did the Second World War end?

Answers on a postcard or back of a sealed envelope by July 28th to the following address: All-new Recommended Compo 4, THE ONE, 30-32 Farringdon Lane, London EC1R 3AU. The first ten entries drawn from the hat after the closing date win!

NEXT MONTH

The One boys stood together as the sun sank in the west,
Harry looked a total git in an old string vest,
Simon tried to comb aside his gently thinning hair,
Matt threw rocks at Andy, he really didn't care,
Nuttall looked all scabby, toasted by the sun,
Harry beat him senseless, it seemed a lot of fun.

The day had been fan-tastic, filled with fun and beer,
A shame that only one issue could be completed here.
Andy's stuff was boring, Matt's copy was late,
Harry was a dull old sod, but Simon was just great,
And now the larks were ending, the light was fading fast,
Matt gave Andy one last kick, and put his arm in cast.

And now we look to August's mag, refreshed, relaxed, renewed,
With Ruff 'N' Tumble fab exclusive demo and review;
We've RPG's for everyone, you know we like to share,
We didn't beg, we didn't plead, but Ambermoon is there;
Oh look out! here comes Empire Soccer — tackle, man-on, shoot!
Or if you fancy platform fun, then Pinky looks quite cute.

Andy Nuttall's moaning, let's put him in his place,
Grab this brand new Ishar 3, and smack him in the face —
Sim City Two Thousand is ready to load up,
And I'm all excited 'bout the Brutal Sports Wild Cup.
So though it's time to leave our beach, the next month will be fun,
But don't forget, you'll never know, unless you buy The One.





August issue out 28th July. It'll be a lot better than Matt's 'poetry'.


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